RAGNAROK

THE ABYSS

TIM KORKLEWSKI

OSPREY GAMES

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Bloomsbury Publishing Plc
PO Box 883, Oxford, OX1 9PL, UK
1385 Broadway, 5th Floor, New York, NY 10018, USA
E-mail: info@ospreygames.co.uk
www.ospreygames.co.uk

OSPREY GAMES is a trademark of Osprey Publishing Ltd

First published in Great Britain in 2020

This electronic edition published in 2020 by Bloomsbury Publishing Plc

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A catalog record for this book is available from the British Library.

ISBN: HB 9781472832900; eBook 9781472832894; ePDF 9781472832887; XML 9781472832917

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AUTHOR

Tim Korklewski has worked extensively with several gaming companies to help produce content for many different games, including *Malifau 2.0*, *Warzone: Resurrection*, *Dark Age*, *Wrath of Kings*, and the upcoming *A Song of Ice and Fire*. Specialising in miniature wargaming, he has assisted in rules design, in-house playtesting, community management, and organized play (campaigns, slow-grow leagues, and tournament systems). Aside from pushing toy soldiers around the table, Tim is an avid martial artist. While his days of competition in Kickboxing and MMA may be behind him, he still enjoys coaching and instructing both beginners and professionals. When not kicking things, he can be found cooking up a storm for family and friends at home in Lawrenceville, Georgia.

ARTIST

[a]RU-MOR was born in Tarragona, Spain, and studied Fine Arts at the University of Seville, specializing and working on artwork restoration. She began her professional career in 2000, sculpting historical, fantasy, and science-fiction miniatures. These days she combines her work as a sculptor with her work as a freelance illustrator, and has provided illustrations for various Spanish RPGs, books, and card games.

This book is dedicated to my wife, Dana Korklewski.

Without her constant support and encouragement to pursue my dream, he *Morpheus Engine* would never have seen the light of day.

To my children, Mason and Sofia: Anything is possible if you work hard to make your dreams a reality.

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FOREWORD

Thank you for picking up this book and jumping back into the fray with *Ragnarok: Heavy Metal Combat in the Viking Age*! While the *Ragnarok* Core Rulebook has seen much success, there is still much to explore in the universe I crafted. Because I could not fit everything into the first two books, my hope is that this book gives you another glimpse of how I plan to flesh out this universe and create a truly unique and enjoyable experience for your gaming group.

This installment introduces many new, exciting rules to the world of *Ragnarok*. It includes new War Clan Warriors, new God Powers, new rules to help enhance your gameplay experience, new Scenarios, new Secondary Objectives, new Magic and Legendary items, and new threats to encounter in each game you play.

I hope you experience the same enjoyment and excitement when you incorporate these new rules into your game as I did when I wrote them. It is a dream come true to create a project of this caliber and I cannot thank you enough for supporting my efforts!

Tim Korklewski
Creator of the *Morpheus Engine*

Chaos and Ruin

Those who learned to harness the power of the dead Aesir waged war across the Fractured Realms for years, while the worlds watched these new gods rise and fall at alarming rates. Many bystanders believed the bloodshed would never end and feared there was no solace from the gods' wrath. Entire settlements rose and fell in record time to the might of these new gods. Still, a few of the remaining civilizations that spanned the realms welcomed these War Clans. The victors dictate history after any war; this sudden and explosive bloodshed was no different.

As the wanton destruction spread across the Fractured Realms, even the Vanir jumped into the fray. They woke their Avatars from divine sleep and sent them to wage war on those striving to become the new gods. Their campaign for dominance laid waste to untold numbers of bystanders. As the new gods and the Vanir waged their war, beasts from nightmares and legends poured forth on the Fractured Realms in increasing numbers to share in their spread of violence. Skraelings—once protected by the Vanir—joined forces with the new gods and became divine in their own right. Thus, the wrath of the Vanir targeted them as well.

Unfortunately, these wars of the gods were not the only thing destroying the lands. Ancient threats began to carve their own paths from deep below the roots of what remained of Yggdrasil. Hel's forces of flesh and bone poured forth from the World Tree's broken stump to claim more corpses for her armies of the dead. Her army continued to grow more powerful with each new battlefield they crossed, as her dark magics claimed the corpses of the fallen. These legions of dead slowly shambled across the Fractured Realms, indiscriminately claiming lives.

Meanwhile, from the smoldering plains of Muspelheim, Surtr started planning his campaign against the other realms. His kin whispered his name in awe and fear, but the other Fire Jotunn commanders began to question Surtr's sanity as he brooded and wailed about his chance to kill Odin and the other Aesir slipping between his hands. Though some of Surtr's kin shied away from him, most began their march into the other realms in his name, leaving nothing but ash and cinder in their wake.

After the tree fell, Fenris used his newfound freedom to feed and breed across the Fractured Realms. As his spawn spread, they devoured an ever-increasing number of victims, causing friction between Fenris and his sister, Hel. Each night, the howls continued to grow, causing panic to spread among the realms' settlements. No one could be certain whether a pack of snapping jaws coming at them were the Great Wolf's children or a more mundane variety; though, neither

version brought much comfort. Most came to understand it was best to just give in to fate when howls rose in the moonlight and broken chains jangled nearby.

More terrifying still was the maddening roar from the skies as The Malice Striker himself returned from the Abyss. Nidhoggr's return caused The Corruption plaguing the realms to spread like wildfire. Anyone caught in his path was either driven mad by the mutations that racked their bodies or utterly destroyed by tooth, tail, and claw. Nidhoggr's madness knew no bounds—he alone caused more destruction to the realms than any other being in existence. No one knew what exactly he desired, but even the bravest of souls knew this: anyone who encountered the Great Mad Wyrm was never the same.

Today, these new gods continue to vie for control of the Fractured Realms remaining, and the Godspark still floats in the ether—waiting for a suitable host to find it. Unfortunately for these new gods, powerful threats have learned how to harness that energy, too….

MORPHEUS ENGINE OVERVIEW

This section provides a quick refresher on the core mechanics used in the *Morpheus Engine*. For a complete guide to the system's overall mechanics, please refer to the core rulebook, *Ragnarok: Heavy Metal Combat in the Viking Age*.

Model Profile

Individual models of the same type have a Model Profile to signify what type of model they are and which Attacks and Abilities they can use. Each Model Profile has the same information layout:

- **Model Name:** This identifies the model.
- **Faction:** Certain *Morpheus Engine* games have factions or groups to which models belong. This entry signifies a model's faction.
- **Action Points (AP):** The maximum number of actions a model can take during its activation (typically 2); models use AP to Move, Attack, interact with the battlefield and Objectives, and activate Abilities.
- **Health Points (HP):** A numeric value used to determine how much Damage a model can take before it is removed from play. Typically, when a model reaches 0 HP, it is removed from play.
- **Speed (SP):** The number of inches a model may move per AP spent on Movement.
- **Melee Attack (MA):** The Stat used to attack models in close combat.
- **Ranged Attack (RA):** The Stat used to attack models outside MA reach.
- **Defense (DF):** The Stat that determines how difficult it is to hit this model.
- **Resilience (RS):** The Stat that determines how difficult it is to Damage this model.
- **Drive (DR):** The Stat that represents a model's determination (commonly used for Melee Clash).
- **Mind (MN):** The Stat commonly used for Magic, Psi, and Mind-Based Attacks. MN acts as RS against Mind-Based Attacks.
- **Special Abilities:** A list of the model's skills and talents. Each *Ability* has its own set of rules (see the *Special Abilities* list on page 97 for a complete rundown of each Special Ability).

- **Size:** The Size of the Character the model represents. This Stat determines whether a model can be seen behind battlefield elements, such as terrain, as well as the ease with which they can move through certain battlefield elements.
- **Base Size:** The size of the base on which a model is mounted.
- **Cost:** Each model has an associated *Cost*. This determines how many models of a certain type can fit in an army. As a rule, a model's Cost is also a scale to measure how powerful the model is when compared to others. The higher the Cost, the more powerful the model.

Attacks

Using AP to interact with another model is called an *Attack*. This is a generic term used to differentiate Attack actions from Standard actions (such as Movement). When a model spends AP to Attack, choose one of the Attacks listed on the Model Profile. Each Attack, much like the Model Profiles, lists information specific to that Attack:

- **Name:** What the Attack is called.
- **Strength (ST):** The Stat that indicates an Attack's power. Compare the Attack's ST to the target's opposing Stat (typically RS) to determine how difficult it is to successfully Damage the opposing model.
- **Range (RN):** The maximum distance at which this Attack can target another model (typically a number, measured in inches). If RN is *not* represented by a number, it falls into one of the following categories:
- **ML: Melee.** The attacking model must have base-to-base contact with the target to use this Attack.
- **MR: Melee Reach.** The attacking model's base must be no further than 2" away from the target model's base to use this Attack.
- **Attack Abilities:** Some Attacks have unique abilities that affect a model's target (see the *Attack Abilities* list on page 103 for a complete rundown of each Attack Ability).

Game Round and Phases

A *Round* is defined as a portion of the game in which all players have activated all their models and resolved any effects or Abilities. Once these criteria are met, you begin the next Round. Each Round is divided into the following *Phases*:

- **HQ Phase:** Each *Morpheus Engine* game has special rules that take effect during the HQ phase. Check Scenario Rules for HQ Phase rules specific to *The Abyss*.
- **Initiative Phase:** The *Initiative Phase* determines the order in which players can activate their models. Each player rolls 1D6. The player with the highest roll decides which player activates first (re-roll all ties). When playing a multi-player game, the player with the next highest roll decides which player activates next, and so on.
- **Activation Phase:** After initiative is determined, players take turns activating one model each, in initiative order. A player may only activate each model once per Round. If a player has no remaining models to activate, play passes to the next player in initiative order with models to activate until all models on the battlefield are activated. All models must activate during each Round.
- **End Phase:** As with the HQ Phase, many effects and Abilities come into play during the *End Phase*. Once all End Phase effects are complete, the Round ends and a new Round begins. Check Scenario Rules for End Phase rules specific to *The Abyss*.

The Success Table

The *Success Table* is the basis for all rolls made in a *Morpheus Engine* game, and determines whether any action that requires a roll succeeds or fails. To use the Success Table, compare the active model's *Active Value* to the target model's *Opposed Value*. Calculate the Active Value as the sum of the Stat being used, plus or minus any modifiers. Calculate the Opposed Value in the same way.

Subtract the Opposed Value from the Active Value and compare the result to the Success Table. The corresponding column shows the total you must roll on 2D6 for the action to succeed. This total is called the *Success Value*. Any roll equal to or greater than the Success Value succeeds. Any roll less than the Success Value fails. There are instances in some games where you must simply succeed in a Test versus one of your Stats. Tests that operate in such a manner list a Difficulty (D), followed by a number representing the Opposed Value for the Test. *For example, RS (D3) means your Resilience Stat is the Active Value you must use versus a Difficulty of 3.*

Success Stages: When you roll a number equal to or greater than the required Success Value, the result creates Success Stages. *For example, if you need a Success Value of 7 and roll a 7 for an active model, the action succeeds with 1 Success Stage. If you need a Success Value of 7 and roll a 9, the action succeeds with 3 Success Stages.* Success Stages have certain effects based on special game rules or Abilities. See the *Attacks* section in the *Ragnarok* rulebook (page 34) for more details about Success Stages.

Critical Success and Critical Failure: Regardless of the Success Value, a roll of 12 always succeeds and a roll of 2 always fails. Always check the game-specific rules for possible alternate rules applying to Critical Successes and/or Failures.

SUCCESS TABLE										
Total	-5 or less	-4	-3	-2	-1	0	1	2	3	4+
Success Value	12	11	10	9	8	7	6	5	4	3

Using Action Points

A model's Action Points (AP) indicate the maximum number of actions it can take during its activation. You can spend a model's AP on a variety of actions (such as Movement, Attacks, interacting with the battlefield and Objectives, or activating Abilities) in any order you choose (such as Move, then Attack; Attack, then Move; or Attack twice). Once you use all a model's AP, the model is done with its activation.

Below is the basic list of actions a model can perform using AP:

- Move, Jump, Climb, Go Prone, Disengage, Stand: See the *Movement* section in the *Ragnarok* rulebook for details (page 32).
- Charge action, Melee Attack, Ranged Attack: See the *Attacks* section in the *Ragnarok* rulebook for details (page 34).
- Focus: See the *Focus Action* section in the *Ragnarok* rulebook for details (page 42).
- Interact with Objectives: This varies, depending on the Scenario. See the specific *Scenario Rules* for the Scenario you are playing.

NEW WAR CLAN WARRIORS

You can purchase these new warriors when creating your War Clan (see the *Ragnarok* rulebook, page 47), or recruit them to an existing War Clan during the campaign (see the *Ragnarok* rulebook, page 98). Either way, use the rules established in the rulebook to add these new warriors to your arsenal of domination.

DRENGR

Young, brash, and inexperienced, Drengr are youthful fighters. They are not as skilled or as tough as their older battle kin, but they are more than determined to claim their place among the other War Clan members. Drengr excel at throwing themselves into the thick of things with the experienced War Clan members, providing a crude—yet useful—defensive barrier against the incoming onslaught. Though they are not as vicious as some warriors, those they leap in to help greatly appreciate the Drengr's assistance.

DRENGR									WAR CLAN WARRIOR		
Size			2			Base			30mm	Cost	25
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	2	1	1	1	4	1	1	Phalanx		

HERSIR

The Jarls' second-in-command, the Hersir can pass along battlefield tactics just as easily as their commanders. While they are not as battle-seasoned as the Jarls they serve, the Hersir are vital to large, coordinated attacks carried out across the battlefield. Aside from their battlefield expertise, Hersir excel on the water; they are expert sailors and can give orders between longships with ease.

HERSIR									WAR CLAN WARRIOR COMMAND		
Size			2			Base			30mm	Cost	70
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	2	2	1	2	2	2	Combat Sense, Tactician (12), Teamwork		

ULFHEDNAR

Much like their Berserker kin, these warriors with wolf heads throw themselves into the fray; however, the Ulfhednar are formidable foes because they work in *packs*. Their speed and aggression gives them an advantage—they can move quickly to where the fighting is thickest to assist in battle.

ULFHEDNAR									WAR CLAN WARRIOR		
Size			2			Base			30mm	Cost	80
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	3	1	2	3	3	2	2	Bullrush, Teamwork, Taunt (2)		

RUNEMASTER

Runemasters are specialized warriors, highly skilled at carving runes depicting their War Clans' glorious battles. During battle, Runemasters carve quick, mystical runes of power to bulwark their battle kin and guide them to greater feats of strength and skill.

RUNEMASTER									WAR CLAN WARRIOR		
Size			2			Base			30mm	Cost	65
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	1	2	2	1	3	3	2	High Pain Threshold, Rune Carving		

NEW SPECIAL ABILITY

RUNE CARVING

This model may spend 1 AP to roll MN (D3). If it succeeds, place a Rune marker in base-to-base contact with the model. Any friendly model within 6" and LOS of a Rune marker may use it to re-roll any one failed roll. Doing so expends the Rune marker, and it is removed from play.

NEW GOD POWERS

The Aesir perished in The Shattering, and the essence of their Power still lingers in the Fractured Realms. Listed below are new God Powers your War Clan can gain in their quest to become the new gods (see the *Ragnarok* rulebook, pages 58–62, for rules about acquiring and using God Powers). These new God Powers are available to any newly created War Clan.

To randomly select your War Clan's God Powers from all available God Powers, roll 1D6 and consult the table below to determine the book from which you should roll your random God Powers. If you do not have *Ragnarok: The Vanir*, simply re-roll that result.

1D6 Roll	Book Title
1–2	*Ragnarok* rulebook (page 59)
3–4	*Ragnarok: The Vanir* (page 26)
5–6	*Ragnarok: The Abyss*

If your result is a 5–6, roll 2D6 and consult the table below for your War Clan's random God Power:

THE ABYSS GOD POWER TABLE	
2D6 Roll	God Power
2	Shield of Fury
3	Return to Youth
4	I Know Your Weakness
5	Apple of Vitality
6	Song of Discord
7	Breath of Night
8	Tale of Heroism
9	Everyone Stumbles
10	Focus of the Spear
11	Lost in the New Moon
12	Choose Any One Power

BRAGI

SONG OF DISCORD

Godspark Cost: 9
Boost: +1 Godspark / RN +6
Boost: +1 Godspark / +1 additional Taunt
Bragi had a golden tongue that could spin poems and rhymes without any effort. His lyrics could bolster an army—or enrage an enemy and cause them to make foolish mistakes. His God Power allows your warrior's words to find their way across the battlefield to the enemies' ears, forcing the enemies to seek out the warrior who cast such an insufferable slight their way. Your warrior gains the following attack:

Attack	ST	RN	Attack Abilities
Song of Discord	-	12	Spray (3), Taunt (1)

TALE OF HEROISM

Godspark Cost: 10
The Poetic God's lyrics roll forth in a passionate song, imbuing all allies that can hear it with a fervor for combat that pushes mortals to god-like acts of will and grit. When you activate this power, all friendly warriors within Blast (3) around your warrior immediately gain the Special Abilities *High Pain Threshold*, *Immunity* (Terrifying), *Reactive*, *Stalwart*, and *Stubborn* until the end of the Round.

RETURN TO YOUTH

Godspark Cost: 8
Boost: +1 Godspark / RN +6
Boost: +1/6" range increase, +2/1 additional Drain bonus for MA and RA
Idunn, the Goddess of Youth, could preserve and even push back the ravages of time. Idunn's preservation magic flows through your warrior, allowing them to revert their enemies to a time and age at which they were not as skilled at warfare, or to punish those that would use their age and prowess to destroy others. Your warrior gains the following attack:

Attack	ST	RN	Attack Abilities
Return to Youth	-	18	Drain (MA) (1), RA (1)

APPLE OF VITALITY

Godspark Cost: 9
The Goddess of Youth created and protected the apples of youth, which allowed the Aesir to shrug off the pain and agony of mortal aging and revert any damage that might cause permanent scaring. This God Power allows your warrior to create these divine apples. While in base-to-base contact with a friendly warrior (or when used on themselves), your warrior may spend 1 AP to create an Apple of Vitality. The friendly model (or your warrior) receives an Apple of Vitality marker. The next time a warrior with an Apple of Vitality marker would suffer damage, they expend the Apple of Vitality marker and completely ignore the damage, instead. A model can only have one Apple of Vitality marker at a time.

MANI

BREATH OF NIGHT

Godspark Cost: 9
Boost: +1 Godspark / RA +6
Boost: +1/6" range increase, +3/1 additional Transfer bonus for DF, RS, and DR
The Moon God chased his sister around Yggdrasil, tiring the various beings below with his presence. This God Power allows your warrior to control Mani's power of fatigue. Your warrior gains the following attack:

Attack	ST	RN	Attack Abilities
Breath of Night	-	12	Transfer (DF) (1), (RS) (1), (DR) (1)

LOST IN THE NEW MOON

Godspark Cost: 8
Boost: +1 Godspark / +1 Teleport
Mani used his power to blot out the moon's glow and cause travelers to lose their way in the night. Your warrior can use this God Power to blot out the light around their enemies and cause them to inexplicably move to a different location. While this power is in effect, your warrior may roll MN versus their target's (MN). If they succeed, *Teleport* the enemy model 6" in any direction.

MIMIR

I KNOW YOUR WEAKNESS

Godspark Cost: 10
Mimir's ability to analyze and discern everything around him was a subtle, yet dangerous Power to all who opposed him. His intellect allowed him to spot weaknesses in political matters and reasoning, as well as in the physical body of those he studied. Your warrior can use this God Power to discern where best to strike an enemy for optimal damage. While this Power is in use, your warrior may choose an enemy model no more than 18" away and within LOS and roll MN versus the target's (MN). If successful, all your warrior's attacks against the target gain the Special Ability *Lethal* until the end of the Round.

EVERYONE STUMBLES

Godspark Cost: 7
The Rememberer's ability to see the intricate patterns in the Realms allowed him to take advantage of any misstep that would be caused by those that opposed the Aesir. The great mind of Mimir has opened new avenues of thought within the Warrior that possesses this power. When this power is used, target a single enemy model within LOS. Roll MN vs the MN of the target model. If successful, for every test that the target fails during its next activation and any test it fails during that same round, give the Warrior who used this power an Insight marker. The Warrior who used Everyone Stumbles may spend an Insight marker to re-roll any single action. This power cannot be used by this Warrior again until all Insight Markers are removed.

MODI

SHIELD OF FURY

Godspark Cost: 6
The Brave God was known for his bloodlust. He threw himself carelessly into combat, taking great blows just to deal a blow of his own to his enemy. Modi's sheer rage courses through your warrior, giving them a great armor of revenge. When this God Power is active and your warrior takes any form of Damage, reduce the Damage to 1, regardless of modifiers. After applying the 1 Damage, the attacking model then suffers Damage equal to their Attack ST -2, to a minimum of 0 (*for example, a ST 4 hit deals a ST 2 hit back to the attacking model*). Attack Abilities do not apply to this returned damage.

FOCUS OF THE SPEAR

Godspark Cost: 8
Boost: +1 Godspark / RN +6
Ulfhednar and Berserkers alike revered Modi for his ability to incite battle rage in even the meekest people. With a point of his finger or weapon, he could focus his rage into anyone within sight. Your warrior can infuse their allies with their rage like the Brave God of old. Your warrior gains the following attack:

Attack	ST	RN	Attack Abilities
Focus of the Spear	-	18	Line Attack, Obsessed (closest target), Berserker

Friendly models within range gain the Special Ability *Obsessed* against the enemy model closest to them within LOS. They also gain the Special Ability *Berserker* against that same enemy model until it is removed from play.

New Magic and Legendary Items

When your result on the Raid Table in the *Ragnarok* rulebook (page 81) involves a Magic or Legendary Item, roll 1D8 and consult the table below to determine from which book you should gain the new Item. If you do not have *Ragnarok: The Vanir*, simply re-roll that result.

1D8 Roll	Book Result
1–4	*Ragnarok* Rulebook (pages 86 and 89)
5–6	*Ragnarok: The Vanir* (pages 30 and 38)
7–8	*Ragnarok: The Abyss* (see Tables below)

New Magic Items

THE ABYSS MAGIC ITEM TABLE			
2D6 Roll	Magic Item	Glory Cost	Glory Resale Value
2	Stones of Gjoll	15	3
3	Elf Arrow	20	4
4	Dromi Rope	25	5
5	Brew of Hymir	25	5
6	Singasteinn	35	7
7	Svefnthorn	40	8
8	Holly Dart	45	9
9	Bifrost Fragment	45	9
10	Helskor	45	9
11	Loeding Chain	55	11
12	Concentrated Yggdrasil Dew	100	20

STONES OF GJOLL

Gjoll—named after a deep river that runs through Hel—was the immense boulder to which Fenris was chained before The Shattering broke his bonds. Not only was the stone extremely heavy, it also had mystical properties that slowed the momentum of any who touched it. When Fenris pulled his shackles loose, the great boulder exploded. Stone shards that still hold the same magic energy are all that remains of Fenris' prison. Clever War Clan warriors discovered how to use these fragments to hinder their enemies' movement. When you hit a target with an Attack using the Stone of Gjoll, the target must roll DR (2). If they fail, they suffer -3 to their SP on their next activation. This SP penalty is cumulative.

ELF ARROW

The Aelves of Aelfheim hunted with these magically imbued flint arrowheads at all times. The techniques used to craft such wicked ammunition were passed on to the various Skraeling tribes that fell under the Aelves' protection. The arrows inflict shooting pain when they strike a target, then cause the target's muscles to lock up and their limbs to become stiff. Your warrior gains the Special Ability *Stun* (2) to any Bow weapon when using Elf Arrows.

DROMI ROPE

The Aesir presented the masterfully crafted Dromi Rope as a fetter to bind Fenris to Gjoll. Fenris looked at the gods and laughed, then thrashed and kicked until the Dromi Rope snapped—sending pieces of it scattering. Though Dromi Ropes were not strong enough to bind the Great Wolf, they *are* strong enough to bind many other creatures. For each Dromi Rope a War Clan possesses, they may reduce the cost to hire one Animal, Divine Creature, Demonic Creature, Demimortal, or Undead by 25 Glory Points during the War Clan Improvement Phase.

BREW OF HYMIR

The Aesir so revered the Jotunn Hymir's brewing abilities, Tyr and Thor provided him a mile-wide cauldron in which he could brew his immaculate beer. The cauldron is still active to this day; however, Hymir disappeared with The Shattering and all that remains at the bottom is a shallow amount of brew. Though difficult to gather and store, the Brew of Hymir still grants the warrior who drinks it many abilities—albeit, at a cost.

Your warrior may spend 1AP during any round to drink the Brew of Hymir and gain the Special Abilities *Elusive*, *High Pain Threshold*, and *Immunity* (Terrifying). The warrior also gains +1 DR (to a maximum of 12), -1 MN (to a minimum of 0), and -1 RA (to a minimum of 0). The Brew of Hymir is a single-use Magic Item, and its effects last until the end of the game.

SINGASTEINN

Midgard once held a skerry of these stones, from which mortals tried to steer clear at all costs. This island of magic stones had maddening effects, with such a great pull that Loki and Heimdall once transformed into seals and fought on the skerry's banks for reasons even the most knowledgeable skalds could not discern. When The Shattering took place, the skerry shook with such force it scattered the magical stones throughout Midgard—and even into some of the other realms. While a single stone is not as troublesome as the group, some warriors learned to use a stone's abilities to stir up anger within their enemy. Your warrior gains the Special Ability *Taunt* (6). This stacks with other *Taunt* abilities to a maximum of *Taunt* (12).

SVEFNTHORN

These sleep thorns are coated in a mystical concoction known to put even the mightiest being to sleep with just a nick of its barb. Your warrior may use Svefnthorns in Melee or Ranged combat. Your warrior gains the following attacks:

Attack	ST	RN	Attack Abilities
Svefnthorn	-	ML	Roll DR (4) or activate during the End Phase
Thrown Svefnthorn	-	6	Roll DR (4) or activate during the End Phase

Any models affected by a Svefnthorn may activate during the End Phase, in initiative order for the Round. Roll an additional 1D6 for all encounter models that may activate during the End Phase to determine where in the initiative order they activate.

HOLLY DART

No one knows why holly devastated the gods; however, when struck by any weapon made from this plant, the gods lost all sight and became disoriented, creating a vulnerable target for their enemies. Over time, the Trickster God learned to harness the holly bush's power and cause mayhem with even the slightest amount. It is said Loki devised a way to turn holly into a spear before The Shattering. What he planned to do with such a vicious weapon remains unknown, but legends say he gave many of them to Hodr for a competition. Your warrior now possesses these Holly Darts, which are essentially Throwing Spears imbued with the Special Ability *Blind* (3). These Darts affect other warrior models, Divine encounter models, and Demonic encounter models.

Attack	ST	RN	Attack Abilities
Holly Dart	2	12	Blind (3) against Warrior, Divine, and Demonic

BIFROST FRAGMENT

The Rainbow Bridge's remnants may be scattered throughout the remaining realms, but few understand the latent power these Bifrost Fragments still hold. While you cannot re-shape or sharpen these crude, colorful, glass-like shards, you *can* fit them into a special socket in a piece of armor after discovering their dormant power. Your warrior must have armor equipped to fit it with a Bifrost Fragment. If you initiate a Clash when an enemy model Attacks your warrior and succeed, you may make a Scatter Roll instead of the chosen Melee Attack. The Scatter Roll indicates the number of inches and the direction in which you *Teleport* the attacking enemy model. The attacking model must roll Clash versus wearer or a Scatter Roll. The attacking model cannot end its *Teleport* action overlapping another model or on a Terrain Element with the Keyword *Impassable.*

NEW RULE

Increase your War Clan's Glory Value by 175 points for each Legendary Item they possess. This increase does not count toward your War Clan's total Glory Points when you roll on the Raid Table.

HELSKOR

Though these magical boots were once granted to those who traversed the Realm of Woes and transcended to Valhalla, warriors now more commonly wear them to protect against the physical onslaught of Hel's ever-marching forces. Helskor grant your warrior +1 DF, +1 RS, +1 DR, and +1 MN (to a maximum of 12) against Attacks from Demons and Undead. Your warrior also gains the Special Ability *High Pain Threshold* against any Demon and Undead Attack Abilities and the Special Ability *Immunity* (Helmarked Special Abilities).

LOEDING CHAIN

The Loeding Chain was one of the first fetters the Aesir created to bind the Great Wolf, Fenris. When they showed Fenris the Chain, he quite clearly stated that it would fail to bind him to Gjoll—and with a single kick, Fenris was free. While it is rare to find a Loeding Chain, once a War Clan possesses one, they can use it to bind a great beast and bend its will. For each Loeding Chain a War Clan possesses, they may reduce the cost to hire one Dire Beast, Giant, or Dragon by 55 Glory during the War Clan Improvement Phase.

CONCENTRATED YGGDRASIL DEW

It is said that anyone who sits by the World Ash's trunk needs nothing more than the dew from its branches to survive. Some settlements learned ancient techniques to harvest this sublime life-giving energy and filter it down to its purest, mystical form. When distilled to this level, Concentrated Yggdrasil Dew can actually snatch souls from Hel and give life back to those that perish. You may remove a draught of Concentrated Yggdrasil Dew from your War Clan when determining Injury and Death in a Campaign to ignore a Death result on the Injury Table. Re-roll until you roll a result other than Death.

Legendary Items

These are magical weapons and possessions, praised by name in stories and songs throughout the ages. During a campaign, only one player can possess each specific Legendary Item at a time. It is important to keep track of which Legendary Items are already discovered. If your roll results in a Legendary Item already in possession, re-roll until the result is an undiscovered Legendary Item.

THE ABYSS LEGENDARY ITEM TABLE	
2D6 Roll	Legendary Item
2	Megingjord
3	Galdrabok
4	Angurvadal
5	Skofnung
6	Hofund
7	Hulidshjalmr
8	Andvaranaut
9	Ymir's Skull Fragment
10	Svalinn
11	Laevateinn
12	Mimir's Head

MEGINGJORD

Thor had immense supernatural strength; however, his great belt—Megingjord—nearly doubled it. With the God of Thunder dead, any warrior who wears Megingjord is an unstoppable force in combat. Your warrior adds +3 ST (to a maximum of 12) to all Melee Attacks.

GALDRABOK

While there were many renditions, the original Galdrabok is said to contain the compiled writings of Odin, Frigg, and Freyja. More commonly known as *The Book of 47 Spells*, Galdrabok originally granted mortals the ability to use magic in its most mundane form—from boons and curses to magical stave creation. When your War Clan acquires this ancient tome, it's true Power comes to light. During the War Clan Improvement Phase, reduce the multiplier for the cost of using God Powers by one. *For example, reduce the multiplier for a non-imprinted God Power from 5 to 4 and an imprinted God Power from 3 to 2.*

ANGURVADAL

Runic letters that blaze in time of war, but gleam with a dim light in time of peace inscribe this legendary Sword of Fire—*The Stream of Anguish*. This deadly weapon always glows red while sheathed and at rest. As bright as any Fire Jotunn's blade, Angurvadal glows yellow in combat and can light anything on fire with a mere touch.

Weapon	ST	RN	Weapon Abilities
Angurvadal	5	MR	Fire (4), Savage

SKOFNUNG

A sword only the most legendary Kings used, Skofnung is the finest Ulfbert ever crafted. It is said Skofnung was forged in the blood of a great King's twelve most trusted berserkers, and their spirits reside within the weapon. The name *Skofnung* is masterfully tempered into the blade, leaving no doubt for all who gaze on it that this sword brings nothing but ruin and blood. Your warrior gains +2 SP and +1 DF.

Weapon	ST	RN	Weapon Abilities
Skofnung	4	MR	Lethal, Weapon Master

HOFUND

The great blade of Heimdall, Hofund is the massive sword he used to carve a path through enemies that stood in his way. The entire sword—from the metal used to make it, to the wrap on the handle—is completely white. No one knows where the sword came from, or how Heimdall came to possess it; still, anyone who managed to catch a glimpse of it was never confused about the sword's significance. When your warrior uses this sword, blood spills in epic proportions.

Weapon	ST	RN	Weapon Abilities
Hofund	7	ML	No Shield, Melee Arc, Savage

HULIDSHJALMR

A Rheingold helm the Dwarves crafted, Hulidshjalmr can mask the wearer's location from all who surround them. The Hulidshjalmr's glint and glow dissipate while a warrior wears it—the helmet looks dull and grey if someone discovers the wearer. Your warrior gains the Special Abilities *Concealment*, *Infiltration*, and *Stealth*. Hulidshjalmr also grants your warrior +1 DF and +1 RS (each to a maximum of 12).

ANDVARANAUT

The Dwarf, Andvari, designed this ring to create precious gold, but Loki tricked the Dwarf into giving him possession of the ring. Enraged, Andvari cursed the ring, bringing misfortune and destruction to any who possess it. When your War Clan obtains Andvaranaut, a warrior must immediately equip it. Your warrior automatically suffers -1 DF, -1 RS, -1 DR, and -1 MN. If your warrior survives the Scenario, add 300 Glory to the surviving warrior value for the purposes of the Raid. You may switch out which warrior in your War Clan carries Andvaranaut between games, but it must always be equipped.

YMIR'S SKULL FRAGMENT

Many ancient tales say Ymir was the first Jotunn, who gave birth to the earliest giants that walked the realms. Ymir ruled for time untold, until Odin, Ville, and Ve ripped him limb from limb and used his immense body to create various parts of the realms. The seas rose from his blood, his flesh formed the land, hills and great mountains rose from his bones, and his skull formed the sky. Legends speak of a skull fragment from the First Jotunn that grants whomever possesses it the ability to navigate the skies without concern. Your warrior gains the Special Abilities *Glide* and *Flight* (6). If your warrior already has *Flight* greater than 6, they gain an additional +3 *Flight* (to a maximum of 12).

SVALINN

Svalinn is an icy shield; before The Shattering, it stood before the sun to protect the earth from burning. Legend said if the shield ever fell from its frontal position, the mountains and sea would be reduced to ashes. Svalinn, also known as *Shiver*, protects everything within its range from fire and heat damage. While your warrior holds this finely crafted shield, they are immune to any Attack using the Attack Ability *Fire*. Further, any Attack with the Attack Ability *Fire* used during the game—even those not directed at your warrior—suffer a penalty of -2 MA or RA, in addition to any other penalties the Attack incurs.

LAEVATEINN

Also called *The Wounding Twig*, Laevateinn is a blade that gives whomever wields it a burning desire to charge into the fray of combat with reckless abandon. While Laevateinn's blade is slenderer than that of a standard sword, the larger point at the top makes it ideal for puncturing an enemy's vitals. Any model *Impaled* by this weapon must move with the warrior who wields it until the wielder decides to release them, they die of blood loss, or they free themselves from the weapon.

Weapon	ST	RN	Weapon Abilities
Laevateinn	4	ML	Bullrush, Heavy Charge, Impaled (3), Savage

MIMIR'S HEAD

Long ago, during the Aesir-Vanir War, the Vanir beheaded Mimir and returned his head to Asgard. Odin preserved Mimir's head—and the wisdom therein—with magic so his advisor could continue to provide knowledge and counsel. Now that the Allfather and other Aesir are dead, those bold enough to hold such a grisly artifact can use Mimir's head as they wish. The power remaining in this preserved head can reveal bits and pieces about the outcomes of certain actions. Before your War Clan deploys, roll 1D8+2 to determine the number of times you should roll 2D6. Record the results of your 2D6 rolls. You may use these results at any time during the game to replace the result of any roll you make. Once you use a result, remove it from your list.

War Clan Improvement Phase

Children of Fenris

Fenris' seed, which he bestowed to his children throughout the Fractured Realms, caused a generational shift in the hunting prowess of all he sired. These *Children of Fenris* began to tap into his blood's extreme predatory nature, which taught them how to gain more from the thrill of bloodshed than the never-ending need to consume all forms of prey they found.

CHILD OF FENRIS RULES

Any Wolf type warrior or warrior with the Keyword *Child of Fenris* may purchase the Birthright of Fenris ability package for an additional 15 Glory.

BIRTHRIGHT OF FENRIS

The Birthright of Fenris ability package provides the following abilities:

INESCAPABLE MAW

The Child of Fenris' jaws, neck, and claws can distend and stretch beyond their normal means to grasp enemies from a greater distance. This allows the Child of Fenris to attack their victims more easily and aggressively. Your warrior adds Melee Reach (MR) to all Bite and Natural attacks.

PREDATOR'S POUNCE

Fenris' blood runs hot through the veins of each Child of Fenris, causing their muscles to tense with the perpetual bloodlust of the hunt. The adrenaline and supernatural nature of this Birthright of Fenris allow a Child of Fenris to jump over any obstacle in their way when pursuing their prey. Your warrior gains the Special Ability *Leap*.

BLOODLUST

A Child of Fenris sees red with every drop of blood they spill in battle. They move ever faster as they gnash their teeth and sink their claws into their prey—their fur and flesh covered in their enemy's blood.

Your warrior gains additional Speed throughout the battle as follows:

- Level 1: +1 SP after delivering their second hit during the game
- Level 2: +2 SP after delivering their fifth hit during the game
- Level 3: +3 SP after delivering their eighth hit during the game

Daughters of Fate

The Norn foretold The Shattering for ages, their warnings met with disbelieving scoffs and mockery from the Aesir. The Norn and their children were still traveling the realms, warning others of the coming doom when the Vanir went into their torpor before The Shattering. Their sacrifice led to ruin—The Corruption warped many of their daughters, twisting their minds and bodies into monstrous versions of their former selves. While many were driven mad beyond all reason, some tapped into their innate abilities and harnessed the magics they possessed before their mutations.

DAUGHTERS OF FATE RULES

Any warrior with the Daughter of Fate keyword may purchase the Ways of the Norn ability package for an additional 45 Glory.

WAYS OF THE NORN

The Ways of the Norn ability package provides the following abilities:

SNAP THE TWINE

A Daughter of Fate remembers the Old Ways in which her ancestors twisted the twines of the future to sway the actions of gods and mortals alike. She snaps the thread of fate with a savage bite on the twine, causing her prey a bit of mayhem. Once per Round, a Daughter of Fate that has not yet activated may spend 1 AP out of turn to force any enemy model within LOS to re-roll any one roll. If the Daughter of Fate has already activated for the Round, she may use her Clash action to roll DR versus the target's DR. If successful, she may force the re-roll.

WEAVE THE FABRIC OF FATE

Traditionally, the Norn were shadowy maidens that managed the flow of time. However, after The Shattering, these hags began to resent being forced to perform their duties in secrecy. Those that embrace the Old Ways remember how to re-weave the tapestries of all living things. Once per Round, a Daughter of Fate that has not yet activated may spend all her AP out of turn to cause one friendly warrior model within LOS to reactivate with a maximum of 2 AP. The Daughter of Fate then suffers -2 DF until her next activation.

Helmarked

Now that Hel escaped from her Realm and is spreading death and decay across the surviving realms, legions of dead stand and follow her to her next focus of ruin. While many Undead that serve her are unremarkable, Hel occasionally decides to give certain corpses a mere spark of her Power—granting them abilities far beyond the norm. These Helmarked creatures are innately attuned to hunt and destroy every living being they encounter, their abnormal senses allowing them to track their victims' heartbeats and blood flow.

HELMARKED RULES

Any warrior with the Undead keyword may purchase the Helmarked ability package for an additional 20 Glory.

HELMARKED

The Helmarked ability package provides the following abilities:

GRIP OF PAIN

The Helmarked are so infused with Hel's necromantic power they can drain the life from those they touch. During the heat of battle, a Helmarked warrior can revitalize their wounds with a well-placed strike, pulling at their opponent's life force as they stitch together their own damage. Though the drain on the victim's life force does not harm them, it can cause significant worry as they watch their opponent heal before their eyes.

When an enemy successfully hits this warrior with matching dice results, the Helmarked warrior gains +1 HP. These extra HP can extend beyond the warrior's maximum HP.

LIFE SEEKER

Many Undead have zero or significantly dulled senses due to their reanimation; however, Hel saw fit to grant a supernatural perception to those she blessed, adapting their senses to seek out the life force of those around them. These Undead are overwhelmed by the sight, sound, and smell of the blood pumping through the veins of the living; they seek to snuff out all living beings around them in an attempt to halt the cacophony of sensations.

All Helmarked warriors gain the Special Abilities Aware and Obsessed against any enemy model on the board not listed as Undead.

NEW RULES

These additional rules are optional; however, they can add so much to your *Ragnarok* games that we highly encourage you to try them and then apply those you enjoy to your campaigns.

Hordes

As War Clans' Power and Glory grow, warriors ascending to godhood can carve massive swaths of destruction through the mundane masses that stand before them. If your group has sufficient models, using Hordes in your games can add a new challenge to your *Ragnarok* campaigns.

Hordes follow these rules:

- When selecting encounter models (see the *Ragnarok* rulebook, page 128), any player may elect to make one of their entries a Horde. They must also determine the Horde's Size. Hordes follow the same rules as encounter models.
- A Horde must include at least four models of the same type and uses the base Stats for that model.
- Hordes move in a loose skirmish formation. All Horde models must be no more than 1" away from another model in the same Horde. If at any time models are separated, the separated models must spend their entire activation to get back in formation with the Horde.
- All models in a Horde must perform the **same** actions. *For example, if one model in the Horde chooses to Charge, then every model in the Horde must Charge*.
- The Horde's total Size alters its MA, RA, and base Attack ST. For every 6 Sizes above the target opponent's Size, add +1 MA, +1 RA, and +1 ST to the Horde's base Attack.
- A Horde's Size is calculated as follows: it takes Size the individual multiplied by the number of models within the Horde. *For example, a Horde of 4 Size 2 models would have a total Horde Size of 8 (4, the number of models, x 2, their individual size, for a total of 8).*

- When a Horde Attacks an opponent, it follows all the standard rules for encounter models in the *Ragnarok* rulebook. Push all Horde models as close to base-to-base contact as possible with the target warrior. This Push grants the Horde an Overwhelm bonus on top of any Horde bonuses they may receive.
- When attacking a Horde, you must first reduce the initial model to 0 HP. Every additional point of Damage you do past the initial encounter model's maximum Damage amount removes one additional Horde model from the table. Each time you remove a model, reduce the total Horde Size and any bonuses it receives from Size.

BENEFITS OF DEFEATING A HORDE

If a War Clan successfully destroys a Horde, they gain an additional 5 Glory at the end of the game for each Horde encounter model they remove from play. This stacks with the 10 Glory they earn for destroying an encounter model during the campaign. In order to claim destruction of a Horde, your War Clan must destroy the majority of the models that make up the Horde.

Realm-Breaker

During times of war and great strife, the gods swelled with immense destructive energies, enhancing their physical and mental prowess to defeat any foe that stood in their way. This heightened form became known as a *Realm-Breaker*, a fitting name for the intentional use of ruinous violence. The new prospects vying for godhood learned to harness this swell of Godspark to activate these horrific forms. While the warrior who embodies this engine of destruction is indeed terrible, the cost may be far greater than they initially anticipated.

ACTIVATE THE REALM-BREAKER FORM

Your warrior may activate their Realm-Breaker form at any time during their activation by spending 25 Godspark from the War Clan's Godspark pool. You can use Godspark stored via *Siphoning* (see *Ragnarok: The Vanir* page 34) to help activate a warrior's Realm-Breaker form. When activated, the warrior gains the following benefits:

+1 AP, +3 SP, +3 MA, +3 RA, +3 DF, +3 RS, +3 DR, +3 MN, and +3 HP (to a maximum of 12 for each Stat).
+2 ST to all Attacks and +MR to all ML Attacks.

Once activated, your warrior remains in Realm-Breaker form for two Rounds. At the end of the second Round, the warrior reverts to normal Stats.

You may extend your warrior's Realm-Breaker form for one additional Round by spending another 15 Godspark during the warrior's activation.

While in Realm-Breaker form, your warrior's Size increases by 2 (to a maximum of 6).

The model's Base Size increases by approximately two sizes as well (to a maximum of 120mm).

Your warrior suffers -1 AP during their next activation after reverting back to normal from Realm-Breaker form.

For a complete example of how Realm-Breaker form bonuses work, here is a Bondi warrior with basic equipment:

BONDI									WAR CLAN WARRIOR		
Size			2		Base				30mm	Glory Cost	60
AP	SP	MA	RA	DF	RS	DR	MN	HP	Equipment		
2	5	2	1	2	2	2	2	2	Light Armor, Spear		
Attacks					ST	RN	Attack Special Abilities				
Spear					2	MR					

Here is what the same Bondi warrior looks like in Realm-Breaker form:

BONDI									WAR CLAN WARRIOR		
Size			4			Base			50mm	Glory Cost	60
AP	SP	MA	RA	DF	RS	DR	MN	HP	Equipment		
3	8	5	4	5	5	5	5	5	Light Armor, Spear		
Attacks					ST	RN	Attack Special Abilities				
Spear					4	MR					

Each model that activates its Realm-Breaker form must roll 2D6 on the Realm-Breaker Aftermath table below at the end of the game. If they are removed as a casualty from the game, they must also make an Injury roll (see the *Ragnarok* rulebook, page 78).

REALM-BREAKER AFTERMATH TABLE	
2D6 Roll	Realm-Breaker Aftermath Result
2–3	The warrior rampages across the realm. Choose two warriors to sit out the next game—they are busy chasing their ally that lost control. Neither the Realm-Breaker nor the two warrior models count toward the Raid for this game.
4–5	The warrior suffers extreme exhaustion and must sit out the next game. Additionally, it costs an extra 5 Godspark to initiate and maintain the Realm-Breaker form the next time you activate it for this warrior. This model does not count toward the Raid for this game.
6–7	The warrior passes out after the battle concludes and must sit out the next game. This model does not count toward the Raid for this game.
8–11	The warrior manages to control the flood of Power and suffers no penalty.
12	The warrior unlocks the secret to harnessing their Realm-Breaker form. They no longer need to make a Realm-Breaker Aftermath Result roll when activating their Realm-Breaker form.

NEW SCENARIOS

The Fractured Realms are dangerous, and there are numerous ways to reach the highest points of Glory—or fall to the ashes of history. Below are six new Scenarios to challenge your War Clan. Refer to the *Ragnarok* rulebook, starting on page 107, for rules about Scenarios, Deployment, Secondary Objectives, and Objective Markers.

If you want to randomly determine which Scenario to play from all available Scenarios, roll 1D6 on the Table below to determine the book from which you should roll a Scenario. Alternatively, players can simply agree to choose a Scenario they wish to play.

1D6 Roll	Book Result for Scenario
1–2	*Ragnarok* Core Rulebook (page 111)
3–4	*Ragnarok: The Vanir* (page 61)
5–6	*Ragnarok: The Abyss*

If your result is a 5–6, roll 1D6 and consult the table below to select your Scenario:

THE ABYSS SCENARIO TABLE	
1D6 Roll	Scenario
1	World Serpent's Fall
2	Surtr's Wrath
3	The Abyssal Tear
4	Pit of the Dead
5	Taming Sleipnir
6	Anvil of the Dwarf Smiths

Scenario 1: World Serpent's Fall

Loki's colossal spawn—known as Jormungandr, the Midgard Serpent—is said to be so immense that it circles Midgard's oceans and can bite its own tail. For time untold, Jormungandr slumbered in the ocean's lowest depths; it kept to itself, rising only to eat and shift before settling once more to the bottom of the depths. When Yggdrasil fell, it tossed Jormungandr violently from its deep sleep. Enraged, the World Serpent now roams the ocean—killing any and all beings it perceives as food, especially those who can harness Godspark. The World Serpent is poisoning the waters and skies with its wailing and thrashing—it is time to bring an end to it! The poets describe a way to crack Jormungandr's immense scales, attack its soft flesh, and pierce its eyes. Armed with this knowledge, you set out on a voyage to find the World Serpent, fell the great beast, and permanently sink its remains to the bottom of the ocean.

SET-UP

After determining Deployment Zones, but before deployment, players take turns placing a total of six hills on the battlefield, one of which must be in their Deployment Zone. The hills should be no taller than 3", with a Base Size between 9" x 8" and 10" x 12". These hills represent Jormungandr—the World Serpent's—back. The hills can only have small, straight pieces of terrain on them—these represent spines and fins. Once the players place the hills, each player takes turns placing Objective markers until there are two per player. You cannot place Objective markers within 9" of a Deployment Zone or within 6" of another Objective marker. Objective markers are Size 2 and have the Keywords *Impassible*, *Blocks LOS*, and *Light Cover*. You may only include encounter models with the Keyword *Amphibious* in this Scenario.

You need one additional hill, roughly 8" x 8", to act as Jormungandr's head, which is placed later during the Scenario.

SCENARIO RULES

The entire battlefield has the Keywords *Deep Water* and *Ice* (2) wherever there is not a hill. During the HQ Phase of every Round after the first, make a Scatter Roll for each hill to determine its Movement. Any warrior and encounter models on the hills suffer *Knockdown* equal to the number of inches the hills move. If a hill moves into contact with another hill, it immediately stops. Any model knocked Prone from the *Knockdown* remains Prone when a hill moves. Warriors that are in base-to-base contact with an Objective marker and are not engaged in Melee combat may spend 1 AP to make a DR (D4) roll. If they succeed, they gain a Scale marker. There is no limit to the number of Scale markers a warrior can have.

After a warrior obtains the first Scale marker in each Round, place the hill representing Jormungandr's head in base-to-base contact with the Objective marker from which they obtained Scale marker. If you cannot place the head in base-to-base contact, place it as close as possible without overlapping another hill. Once you get Jormungandr to *raise* its head in this manner, you can Attack the World Serpent.

When the End Phase begins, Jormungandr attempts to Attack the last warrior to take a Scale marker from an Objective marker that Round using its World Serpent Bite. Remove Jormungandr's head from the board after it Attacks during the End Phase of each Round. Players must get the beast to raise its head before they can Attack it again.

JORMUNGANDR									DRAGON, AVATAR	
Size					Yes				Base	Terrain (6' x 8' 'hill')
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities	
-	-	9	-	2	10	4	3	12		
Attacks					ST	RN	Attack Special Abilities			
World Serpent Bite					8	ML	Blast (4), Toxin (7)			

Any warrior that successfully damages Jormungandr in Melee combat obtains a Fang marker. There is no limit to the number of Fang markers a warrior can have.

If a warrior with Scale or Fang markers is removed from play, place the markers in base-to-base contact with the warrior before removing the warrior from the table. Warriors that have base-to-base contact with a dropped marker and are not engaged in Melee combat may spend 1 AP to pick up one marker. If a warrior with Scale or Fang markers is removed from play while in Deep Water or because of a Bite Attack by Jormungandr, remove all markers from the board with the model.

If you reduce Jormungandr to 0 HP, the game ends immediately.

VICTORY CONDITIONS

MINOR VICTORY CONDITION

Have more total Scale and Fang markers than your opponent(s) at the end of the game.

MAJOR VICTORY CONDITION

Have more total Scale and Fang markers than your opponent(s) at the end of the game and kill Jormungandr.

WORLD SERPENT SCALES

The World Serpent's Scales are legendary for their toughness and resistance to all forms of sickness and poison. Record Scale markers collected during this Scenario in the Treasure Hall portion of your War Clan Sheet. Spend a Scale to increase the RS bonus of any non-magical armor by +1 (to a maximum of +5). Any warrior that dons the armor also gains *Immunity* (Toxin). Each Scale you spend in this way increases the armor's Glory Value by 10.

WORLD SERPENT FANGS

Jormungandr's poison is noted in sagas and songs as one of the most potent toxins in the Fractured Realms. It is said his bite could fell a god in a matter of seconds. Record Fang markers collected during this Scenario in the Treasure Hall portion of your War Clan Sheet. Spend a Fang marker to permanently add *Toxin* (0) and +1 ST to any non-magical weapon. Spend additional Fang markers to add +1 *Toxin* to the weapon, to a maximum of *Toxin* (7). Each Fang marker you spend in this way increases the weapon's Glory Value by 10.

WORLD SERPENT'S FALL EXAMPLE

1: Nick's Warrior One manages to rip a Scale Marker free from the hide of Jormungandr.
2: The Head of Jormungandr is placed as close as possible in the water next to Nick's Warrior One.
3: Dana's Warrior One and Two decide to jump in on the action, attacking the head of Jormungandr. The attacks were made, but to no avail! Jormungandr's hide is just too thick to be sundered so easily!
4: As the round continues, Nick and Dana's Warriors decide to fight it out amongst themselves, hoping to shed more blood.
5: One of Dana's warriors, Warrior Two, happened to miss the grand melee happening with the other warriors and makes a break for a Scale Marker, ripping it free from the World Serpent's Hide!
6: In the End Phase, Jormungandr's head attacks the last warrior to rip free a Scale Marker, which happens to be Dana's Warrior Two. Jormungandr's Head makes the attack using the stats listed, and manages to not only hit Dana's Warrior Two, but kills the warrior outright in a single, massive snap of its jaws.
7: Now that the attack is complete, the head of Jormungandr is removed from play. The next round can begin.

Scenario 2: Surtr's Wrath

Surtr was always obsessed with the destruction of the Aesir and Midgard. He wanted nothing more than to watch Midgard burn to ashes as the Aesir sat and wept for their precious mortals. He plotted for millennia to bring his wrath to the Mortal Realm; but when Yggdrasil collapsed in The Shattering, it robbed him of his chance to enact his master plan. Now, he rampages across the Fractured Realms, destroying everything in his path.

You learn that Surtr is close by—and decide it is time to show this Mad Son of Muspelheim that he is not as powerful as he believes. You prepare your warriors for what may be the greatest battle the Worlds have ever known!

SET-UP

After deployment, but before placing Objective markers, place one Jotunn model (or another model with a 120mm base—the bigger, the better) in the center of the battlefield. This model represents Surtr, The Destroyer. Players then take turns placing Objective markers on the battlefield until there are two Objective markers for each player. You cannot place Objective markers within 9" of a Deployment Zone, within 6" of another Objective marker, or within 4" of Surtr. Objective markers are Size 3 and have the Keywords *Impassible*, *Blocks LOS*, and *Heavy Cover*. You may not summon Avatars during this Scenario.

SCENARIO RULES

Surtr is rampaging across the realms in his Realm-Breaker form! Though Surtr acts just like any other encounter model, he focuses his first Attacks on the closest warrior(s) with Siphon markers (see below). Additionally, if Surtr is within MR of an Objective marker in the HQ Phase, he strikes it with his Volcanic Greatblade (mark the Objective marker with a Magma Pool marker). While the Magma Pool marker is in play, a Blast (3) area with the Objective marker at the center has the Keywords *Difficult*, *Hazardous* (3), and *Fire* (4). Remove Magma Pool markers during the End Phase of each Round. Magma Pool markers do not affect Surtr.

Surtr's Realm-Breaker form has the following Stats:

SURTR, THE DESTROYER									AVATAR, JOTUNN	
Size					6				Base	120mm
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities	
4	9	12	8	6	12	10	7	12	Heavy Charge, Immunity (Fire), Regeneration, Terrifying (5), Fear	
Attacks					ST	RN	Attack Special Abilities			
Volcanic Greatblade					12	MR	Fire (7), Lethal, Melee Arc			
Breath of Flame					7	12	Spray (2), Fire (5)			
Magma Boulder					6	18	Blast (2), Knockdown (3), Fire (4)			

Warriors that have base-to-base contact with an Objective marker and are not engaged in Melee combat may spend 2 AP to gain a Siphon marker. A warrior may remove a Siphon marker when they Attack Surtr to add +3 ST to all Attacks and gain the Attack Ability *Savage*. If you remove a warrior with a Siphon marker from the board, remove the Siphon marker, as well. If Surtr kills a warrior carrying a Siphon marker, he immediately heals +1 HP. Keep track of how much damage each War Clan deals to Surtr. If you kill Surtr, the game ends immediately.

WARNING!

This scenario is not for the faint of heart and will test the limits of your War Clans!

VICTORY CONDITIONS

MINOR VICTORY CONDITION

Deal the most damage to Surtr, The Destroyer.

MAJOR VICTORY CONDITION

Deal the most damage to Surtr, The Destroyer, and kill him.

JOTUNN'S LIFEBLOOD

Warriors who survive this Scenario and still have Siphon markers may choose to draw this powerful essence into their bodies. Warriors who absorb the destructive force of the Jotunn defy the purity of their species and are forever marked as Jotunn Bane. Immediately increase their Size by +1 (to a maximum of Size 6) and add +1 RS (to a maximum of 12) and +1 ST (to a maximum of 12) to all ML and MR Attacks. Any non-friendly Jotunn model now has Hatred against this warrior. Mark this warrior's entry on your War Clan Sheet with *Jotunn Blood-Drinker*.

Any warrior, including one with the Keyword *Jotunn*, may spend a Siphon marker in this way; however, they may only ever spend one Siphon marker to gain Jotunn Blood-Drinker. If they choose not to spend the Siphon marker to gain Jotunn Blood-Drinker, they lose the Siphon marker.

Scenario 3: The Abyssal Tear

When Nidhoggr flew into the Ginnungagap, his great, bat-like wings stretched out to touch both Nifelheim's cold and Muspelheim's heat. The violent rush of force his wings created, combined the heat and cold, tornados infused with ruinous energy. The chaotic energies of The Great Abyss gave these vortexes an animus and allowed them to move about with some semblance of free will. For reasons unknown, these ice and flame vortexes travel in pairs and reduce everything they touch to frozen tinder and ash-blackened snow. Some say it is impossible to stop these forces of chaos, but you were never one to listen to the weak.

SET-UP

Place two 80mm Vortex markers on the horizontal line in the center of the battlefield. Mark one as the Inferno Vortex and one as the Blizzard Vortex. The Inferno Vortex marker is Size 6 and has the Keywords *Blocks LOS*, *Difficult*, *Hazardous* (3), and *Fire* (4). The Blizzard Vortex marker is Size 6 and has the Keywords *Blocks LOS*, *Difficult*, *Hazardous* (3), and *Ice* (4). Both the Inferno Vortex and the Blizzard Vortex are incorporeal and can overlap any model, Terrain Element, or Objective marker. Additionally, any model that passes through or over a Vortex marker suffers the effects of its Keywords. Players take turns placing Objective markers until there are two Objective markers for each player. You cannot place Objective markers within 9" of a Deployment Zone or within 6" of another Objective marker. Objective markers have the Keywords *Impassible* and *Light Cover*.

SCENARIO RULES

During the HQ Phase of every Round, choose a player to make Scatter Rolls for the Inferno Vortex marker and the Blizzard Vortex marker. Move each Vortex marker according to the Scatter Roll rules in the *Ragnarok* rulebook (page 40).

Warriors that have base-to-base contact with an Objective marker and are not engaged in Melee combat may spend 1 AP to gain their choice of a Burning Heart marker or a Frozen Heart marker. Warriors may only possess one of each type of marker at any time.

A warrior with a Burning Heart marker may roll MN (D3) while standing no more than 1" away from the Blizzard Vortex marker. If they succeed, remove the Burning Heart marker from the warrior and place it within the Blizzard Vortex marker. Once the Blizzard Vortex marker receives Burning Heart markers that total 4 plus the number of players, it is removed from play.

A warrior with a Frozen Heart marker may roll MN (D3) while standing no more than 1" away from the Inferno Vortex marker. If they succeed, remove the Frozen Heart marker from the warrior and place it within the Inferno Vortex marker. Once the Inferno Vortex marker receives Frozen Heart markers that total 4 plus the number of players, it is removed from play.

If a warrior carrying Burning Heart or Frozen Heart markers is removed from the board, remove the markers, as well. If both the Inferno Vortex and Blizzard Vortex markers are removed from the board, the game ends immediately.

VICTORY CONDITIONS

MINOR VICTORY CONDITION

Place more total Frozen Heart and Burning Heart markers than your opponent(s).

MAJOR VICTORY CONDITION

Place more total Frozen Heart and Burning Heart markers than your opponent(s) and end the game with both the Inferno and Blizzard Vortex markers removed from the board.

Scenario 4: Pit of the Dead

When the World Ash toppled, its roots became exposed, allowing the Undead to crawl forth across the realms from great pits that opened on ancient battle sites and graveyards. The undead wreak havoc on any settlements they cross as they roam unchecked, killing every living being they find. All they leave in their wake are the smells of decay and blood. Your War Clan learns of a possible way to close the bottomless voids—the glory you would gain from such a monumental feat is worth any risk—your names would be remembered for eternity!

SET-UP

Place a 120mm marker in the center of the battlefield to represent the Pit of the Dead. The Pit of the Dead has the Keyword *Difficult Terrain*. You may not place any other terrain on or within the Pit of the Dead marker. Players take turns placing Objective markers until there are two Objective markers for each player. You cannot place Objective markers within 9" of a Deployment Zone, within 6" of another Objective marker, or within 3" of the Pit of the Dead. Objective markers are Size 1 and have the Keywords *Difficult Terrain* and *Heavy Cover*.

SCENARIO RULES

During the HQ Phase of every Round, choose a player to roll 1D8 on the *Pit of the Dead Summoning Table* below to determine how many, and which kind of, Undead creatures crawl up from the Pit of the Dead. All Undead creatures follow the rules for encounter models from the *Ragnarok* rulebook (page 130).

PIT OF THE DEAD SUMMONING TABLE	
1D8 Roll	**Undead Creature Result**
1–2	1D6 Wandering Dead (*Ragnarok* rulebook, page 184)
3–4	1D4 Daudibrun (1D8/2, round up) (see page 76)
5–6	1D3 Draugr (1D6/2, round up) (*Ragnarok* rulebook, page 183)
7	1D2 Hungry Shadow (1D6/3, round up) (*Ragnarok* rulebook, page 183)
8	1 Upyr (see page 84)

Keep track of how many Undead creatures that spawn from the Pit of the Dead your War Clan kills. For every four of these Undead your War Clan kills, you may mark one friendly warrior with a Divine Might marker during the HQ Phase.

A warrior with a Divine Might marker who moves to the center of The Pit of the Dead and is not engaged in Melee combat may spend 1 AP to remove the Divine Might marker and reduce the Size of the Pit of the Dead to 80mm. Each Divine Might marker removed in this way causes the Pit of the Dead to shrink further. The second marker reduces the Pit of the Dead to 50mm, the third marker reduces it to 40mm, and the fourth marker reduces it to 30mm. If you remove a Divine Might marker while the Pit of the Dead is at 30mm, the Pit of the Dead marker is removed and the game ends immediately.

If a warrior with a Divine Might marker is removed from the game, remove the Divine Might marker, as well.

VICTORY CONDITIONS

MINOR VICTORY CONDITION

Kill more Undead from the Pit of the Dead than your opponent(s).

MAJOR VICTORY CONDITION

Kill more Undead from the Pit of the Dead than your opponent(s) and be the War Clan to completely remove the Pit of the Dead from the game.

Scenario 5: Taming Sleipnir

The creature Sleipnir is synonymous with the former Allfather, Odin. While its origins and creation are shrouded in mystery and tragedy, its sheer Power and abilities were named in the Sagas of Legend for time untold. When the Aesir died, Sleipnir was no longer a coveted and protected beast of the gods. It now runs wild across the Fractured Realms, spending each grueling day trying to survive in lands that wish for nothing more than its death or bondage. Your War Clan hears the calls of wolves on the hunt in the distance and decides to investigate whether the path ahead is too treacherous to cross. As you approach, you notice giant wolf creatures surrounding a distinct, eight-legged stallion. You know the power this beast has, and the glory capturing it could bring. It is time you possessed a mount worthy of a new god!

SET-UP

Before placing Objective markers, place one 50mm base (ideally, one with a horse model) in the center of the battlefield. This base represents Sleipnir, the divine mount of Odin.

Players then take turns placing Objective markers until there are two for each player. You must place Objective markers at least 9" away from a Deployment Zone and cannot place them within 6" of another Objective marker or within 4" of Sleipnir. Objective markers are Size 2 and have the Keywords *Impassible*, *Blocks LOS*, and *Light Cover*. These markers are used as additional terrain or as Secondary Objectives if required.

After you place all Objective markers, place three Fenris Spawn (listed below) on the battlefield—no closer than 9" to Sleipnir—and one additional Fenris Spawn per player following the same placement rules.

SCENARIO RULES

During the HQ Phase, make a Scatter Roll. Move Sleipnir its SP in the direction shown on the die.

Any friendly warrior that has base-to-base contact with Sleipnir and is not engaged in Melee combat may spend 1 AP to make a DR (Sleipnir's DR) roll in an attempt to tame Sleipnir. If they succeed, Sleipnir remains in base-to-base contact with that warrior, activates when they do instead of during the HQ Phase, and moves at the warrior's base SP. If they fail, Sleipnir immediately makes an Attack against the warrior that tried to tame it.

If a warrior that tames Sleipnir is killed or becomes Incapacitated, Sleipnir is no longer tame and reverts back to activating during the HQ Phase.

The Fenris Spawn follow all rules for encounter models in the *Ragnarok* rulebook, but Attack the closest warrior **or** Sleipnir, whichever is closest. If Sleipnir is removed from the board for any reason (it is killed, it runs off the board during the HQ Phase, or it is led off the board by a warrior), the game ends immediately.

VICTORY CONDITIONS

MINOR VICTORY CONDITION

Kill more Fenris Wolves than your opponent(s).

MAJOR VICTORY CONDITION

Kill more Fenris Wolves than your opponent(s) and lead Sleipnir off the board.

FENRIS SPAWN

These creatures are no longer Dire Wolves, in the traditional sense. While they may be Children of Fenris and various Dire Wolf mates, the sheer number of transformations Fenris' seed bestowed on them combined with The Corruption residing in them makes them barely recognizable as wolves. If these creatures are killed during this Scenario, you can hire them into your War Clan like any other encounter model.

FENRIS SPAWN									ANIMAL, CHILD OF FENRIS, CORRUPTED		
Size			4			Base			50mm	Glory Cost	165
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	4	-	3	4	4	1	4	Aware, Birthright of Fenris Package (Pounce, Bloodlust)		
Attacks					ST	RN	Attack Special Abilities				
Bite					4	MR	Knockdown (4)				

SLEIPNIR

Sleipnir was one of the Allfather's most coveted possessions. A grey horse with 8 legs, Sleipnir not only runs exceedingly fast, he can also fly at great speeds, which makes it nearly impossible for anyone but the gods themselves to catch him. Because he is a divinely created creature that took repeated trips into the cursed realm, he is also immune to Hel's debilitating effects. If your warrior manages to lead Sleipnir off the board during this Scenario, you can hire him into your War Clan like any other encounter model.

SLEIPNIR									LEGENDARY, DIVINE BEAST		
Size			4			Base			50mm	Glory Cost	270
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	10	4	-	5	7	5	1	5	Elusive, Flight (10), Heavy Charge, Immunity (Helmarked)		
Attacks					ST	RN	Attack Special Abilities				
Great Hooves					5	ML	Rapid Attack, Reactive, Savage				

Scenario 6: Anvil of the Dwarf Smiths

Deep within Svartaelfheim's vast darkness resides a workshop of the legendary Sons of Ivaldi. These Dwarf master smiths were renowned for their wondrous creations—the most famous of which is the dead Thunder God's hammer, Mjolnir. No one knows whether any of Ivaldi's children survived The Shattering, but there are whispers that their workshop and magic anvil remained intact. With great care, you lead your War Clan deep into the bowels of the Dark Realm to find this legendary anvil, so you can forge new weapons befitting your rise to godhood.

SET-UP

Place one 50mm base, which represents the Anvil of the Dwarf Smiths, in the center of the battlefield. The Anvil is Size 2 and has the Keywords *Climbable*, *Blocks LOS*, and *Heavy Cover*.

Place two 80mm bases on the horizontal center line in base-to-base contact with the Anvil of the Dwarf Smiths. These two bases represent lava pools. The lava pools have the Keywords *Difficult*, *Dangerous* (3), and *Fire* (4).

Players then take turns placing Objective markers until there are two for each player. You cannot place Objective markers within 9" of a Deployment Zone, within 6" of other Objective markers, or within 4" of the Anvil of the Dwarf Smiths. Objective markers are Size 3 and have the Keywords *Impassible*, *Blocks LOS*, and *Heavy Cover*.

SCENARIO RULES

Warriors that have base-to-base contact with an Objective marker and are not engaged in Melee combat may spend 1 AP to make a DR (D3) roll. If they succeed, they gain a Rheingold Ore marker. There is no limit to the number of Rheingold Ore markers a warrior may have at one time. If a warrior with Rheingold Ore markers becomes Incapacitated or is removed from play, place all Rheingold Ore markers in base-to-base contact with the warrior before you remove the warrior from the battlefield. A warrior that has base-to-base contact with a dropped Rheingold Ore marker may spend 1 AP to pick it up.

While carrying Rheingold Ore markers, warriors that have base-to-base contact with a Lava Pool and are not engaged in Melee combat may spend 1 AP to convert one Rheingold Ore marker to a Smelt marker. There is no limit to how many Smelt markers a warrior may have at one time. If a warrior with Smelt markers becomes Incapacitated or is removed from play, place all Smelt markers in base-to-base contact with the warrior before you remove the warrior from the

battlefield. These Smelt markers then convert back to Rheingold Ore markers.

While carrying Smelt markers, warriors that have base-to-base contact with the Anvil of the Dwarf Smiths and are not engaged in Melee combat may spend 1 AP and make a DR (D2) roll to convert one Smelt marker into a Rheingold Ring marker. There is no limit to the number of Rheingold Ring markers a warrior may at have at any one time.

If a warrior carrying Rheingold Ring markers leaves any board edge, they cannot return to play; however, the controlling player maintains possession of their Rheingold Ring markers for the duration of the game. If a warrior with Rheingold Ring markers becomes Incapacitated or is removed from play, place all Rheingold Ring markers in base-to-base contact with the warrior before you remove the warrior from the battlefield. Any warrior that has base-to-base contact with a Rheingold Ring marker may spend 2 AP to pick it up.

VICTORY CONDITIONS

MINOR VICTORY CONDITION

Make more Rheingold Rings than your opponent(s).

MAJOR VICTORY CONDITION

Make more Rheingold Rings than your opponent(s) and exceed their total by three or more.

DWARF RHEINGOLD RING

The Scenario winner gains 1 Dwarf Rheingold Ring. This finely crafted, yet simple, piece of jewelry grants the user +1 RS while it is equipped. A warrior may wear up to 3 Dwarf Rheingold Rings at a time; however, they can never exceed a maximum of 12 RS.

New Secondary Objectives

You can use the new Secondary Objectives in this book with any *Ragnarok* Scenario. To randomly determine from which book to draw your Secondary Objectives, roll 1D6 on the Table below. If you do not have *Ragnarok: The Vanir*, simply re-roll that result. Continue to use the Secondary Objectives *Hold Your Ground!* (Always), *Holmgang*! (Pairs), *Steel Yourselves!* (Evens), and *Slaughter Them All!* (Odds) from the *Ragnarok* rulebook (pages 122–123).

1D6 Roll	Book Result for Secondary Objectives
1–2	***Ragnarok*** **rulebook (page 122)**
3–4	***Ragnarok: The Vanir*** **(page 78)**
5–6	***Ragnarok: The Abyss***

If your result is *a 5–6*, roll on the following table to determine your Secondary Objective:

THE ABYSS SECONDARY OBJECTIVE TABLE	
2D6 Roll	Secondary Objective
Always	Hold Your Ground! (*Ragnarok* rulebook page 122)
Pairs	Holmgang! (*Ragnarok* rulebook page 122)
Evens	Steel Yourselves! (*Ragnarok* rulebook page 123)
Odds	Slaughter Them All! (*Ragnarok* rulebook page 123)
2	Exacting Blow!
3	Blur of Action!
4	Come Embrace Death!
5	Be Pious!
6	Monster Slayer!
7	Spoils of War!
8	Steady Advance!
9	Ally Tactics!
10	Bold Action!
11	Stake Claim to This Land!
12	Raid and Ruin!

EXACTING BLOW! (2)

Sometimes, a well-placed dagger to the gut from the shadows sends a better message than a great axe to the skull!

At the beginning of any Round, declare one enemy warrior with full health as your assassination target. Score this Secondary Objective if your target is the only model you kill during that Round.

BLUR OF ACTION! (3)

There is no time for thought or strategy; there is only time for blood and pain!

Score this Secondary Objective if the first model you activate during any game Round kills one or more enemy warriors.

COME EMBRACE DEATH! (4)

Stand firm; shout your decrees of slaughter! Let them come and meet their end!

Score this Secondary Objective when you end a Round with two or more friendly warriors that have base-to-base contact with the Objective marker closest to your enemy's Deployment Zone and are not engaged in Melee combat.

BE PIOUS! (5)

The Aesir may be gone, but we still make time to praise them for their sacrifice! May others praise us in kind when our divine bodies shatter!

At the beginning of the game, declare one Objective marker as the Altar to the Fallen Gods. Score this Secondary Objective when a friendly warrior that has base-to-base contact with the Altar to the Fallen Gods, is not engaged in Melee combat, and has not made any Attacks or taken any actions during the Round spends 2 AP and remains in contact with the Altar to the Fallen Gods until their next activation.

MONSTER SLAYER! (6)

Let all who witness the great beasts and beings our blades fell know: we fear nothing!

Score this Secondary Objective when, during a Round, a single friendly warrior attacks and kills an enemy warrior or encounter model that is at least one Size larger than them.

SPOILS OF WAR! (7)

Leave nothing but corpses when the battle is over! Take everything!

When you kill an enemy warrior, place a Spoils marker in base-to-base contact with the warrior before they are removed from the battlefield. Any friendly warrior in base-to-base contact with a Spoils marker may spend 1 AP to pick it up. Warriors may have any number of Spoils markers at a time. If a warrior carrying Spoils markers becomes Incapacitated or is removed from play, place all Spoils markers in base-to-base contact with the warrior before you remove the warrior from the battlefield. Friendly warriors may only pick up Spoils markers from slain enemy warriors.

Score this Secondary Objective if your War Clan has at least 4 Spoils markers at the end of any Round.

STEADY ADVANCE! (8)

It is not always wise to advance as a wailing horde of destruction. Be calm, choose your shots, and stay alert!

Score this Secondary Objective in any Round after Round Two, during which friendly warriors do not perform any Charge actions and make no more than one Move action, one Melee Attack action, and one Ranged Attack action.

ALLY TACTICS! (9)

Not all glory comes from solitary combat! Sometimes, your valor is measured by how well you protect your comrades with your shield and how accurately you set up the killing blow!

Score this Secondary Objective by killing an enemy warrior in the same Round that at least one other friendly warrior Attacked and wounded that warrior.

BOLD ACTION! (10)

Gods and heroes are born from deeds performed in the face of great adversity. Help the skalds record your name in the sagas of history!

Score this Secondary Objective at the end of any Round in which your warrior with the highest Glory Cost is engaged with the enemy warrior closest to the opponent's Deployment Zone.

STAKE CLAIM TO THIS LAND! (11)

Here, we plant our banners and shout our challenge to any who dare try to move us from this spot! We will not break!

Score this Secondary Objective if at least 3 friendly warriors have base-to-base contact with the same Objective marker and are not engaged in Melee combat at the end of any Round.

RAID AND RUIN! (12)

Tear them down! We must remove them from this place before we claim it!

The Objective markers closest to the enemy's Deployment Zone are considered *Targets of Wrath* (see table below). Treat Targets of Wrath as enemy models. Note that these Objective markers still possess all the Keywords listed in the Scenario.

Score this Secondary Objective when all Targets of Wrath are reduced to 0 HP. Do not remove Targets of Wrath from the battlefield when they are destroyed.

TARGETS OF WRATH		
DF	RS	HP
0	6	1
Targets of Wrath have *Immunity* (Attack Abilities)		

NEW ENCOUNTER MODELS

BAUK

Demonic black bears that hide in the forest's shadows and deep holes, Bauks are intelligent enough to lay traps for their prey and can see in total darkness. They have been known to put out campfires and perimeter torches before slaughtering their victims.

BAUK									DEMONIC ANIMAL		
Size			3			Base			40mm	Glory Cost	110
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	-	3	4	3	1	3	Aware, Concealment, Stealth		
Attacks					ST	RN	Attack Special Abilities				
Claws and Bite					4	ML	Grapple				

BLUD

Dark faeries that reside in both Aelfheim and Svartaelfheim, Bluds are small entities that delight in confusing warriors. They use whispers and illusions to disorient their victims, causing them to wander aimlessly and get lost in even the most familiar of places.

BLUD									DEMIMORTAL		
Size			1			Base			30mm	Glory Cost	75
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	1	3	3	2	2	3	1	Coward, Concealment, Sure-Footed		
Attacks					ST	RN	Attack Special Abilities				
Confusing Whispers					1	18	Spray (2), Blind (3), Stun (3), Point Blank, Psi, Reload				
Dagger					1	ML					

HIRING A BLUD

Once defeated, your War Clan can hire a Blud just like any other encounter model (see the *Ragnarok* rulebook, page 98). The Blud Profile includes the *Confusing Whispers* Attack. The cost to hire a Blud is 70 Glory. They may be equipped with weapons and armour.

BUKAVAC

The Bukavac are large serpents with massive, gnarled horns and six legs that end in jagged claws. These swamp and water hunters are known to hide just beneath the water's surface or deep within bushes and brambles and wait for their prey to get close to their position. Once their prey is close enough, Bukavac leap from their hiding place and wrap their long limbs around their victims, crushing the life from them. Once their victim is dead, Bukavac shred the remains and feast upon the broken body.

BUKAVAC									DRAGON		
Size			4			Base			50mm	Glory Cost	170
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	4	-	3	4	3	0	4	Amphibious, Bullrush, Reactive		
Attacks					ST	RN	Attack Special Abilities				
Claws and Bite					4	MR	Savage				
Constriction					4	ML	Grapple, Restrain (3)				

CHORT

It is never a good idea to make deals with devils, and Chorts are certainly the worst devils with which a warrior could make a deal. Chorts are demons the size of an average mortal, but they have black skin, hooved feet, and small curved horns on their heads. When they speak in a mortal tongue, their speech is slightly distorted because of their large, forked tongues. Chorts can offer any warrior with whom they speak a boon—for a price. When they grant such a boon, Chorts also bestow a curse upon the receiver.

CHORT									DEMON		
Size			2			Base			30mm	Glory Cost	135
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	4	2	3	3	4	2	Terrifying (1)		
Attacks					ST	RN	Attack Special Abilities				
Pointed Claws					2	ML					
The Curse					-	24	Drain (DF) (3), Psi				
The Boon					4	24	Aid (RS) (3)				

DAUDIBRUN

Typically, the wandering dead Hel summons to serve her barely have the ability to wield weaponry with any skill. However, some come back from the dead with a supernatural sight that allows them to see their enemies' life force at immense distances. Hel uses these Daudibrun as snipers and scouts to locate her enemies and soften their flanks with deadly volleys of arrows from what seem like impossible distances. The only hope victims of such an attack have is to catch a glimpse of the baleful glow of the Daudibrun's eyes and react before they hear the arrows' whistle.

DAUDIBRUN									UNDEAD		
Size			2			Base			30mm	Glory Cost	105
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	4	2	3	1	1	2	Aware, Arcing Fire		
Attacks					ST	RN	Attack Special Abilities				
Rusted Weapon					2	ML					
Deadly Bow					4	42	Sniper				

DWARF TROLL

The flood of Corruption adapts and mutates everything it touches, including the bloodlines of those that fall during combat. No one knows how long ago this vile conglomeration happened, but it is said The Corruption consumed the fallen fighters of a battle between Dwarves and Trolls, resulting in Dwarf Trolls. Dwarf Trolls are the embodiment of The Corruption's assimilation: they stand slightly taller than a Dwarf and possess the strength and durability of a Troll. The Dwarves' willpower and sturdiness dwells within their twisted forms, but utter madness that answers only to The Corruption's whims replaces the noble Demimortals' honor.

DWARF TROLL									CORRUPTED DEMIMORTAL		
Size			2			Base			30mm	Glory Cost	70
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	2	0	2	3	3	1	2	Regeneration		
Attacks					ST	RN	Attack Special Abilities				
Stolen Weapon					2	ML					

HIRING A DWARF TROLL

Once defeated, your War Clan can hire a Dwarf Troll just like any other encounter model (see the *Ragnarok* rulebook, page 98). The cost to hire a Dwarf Troll is 60 Glory. They may be equipped with weapons and armour.

EINHERJAR (CORRUPTED)

The Valkyries brought these valiant fighters, also known as *Once Warriors,* to Valhalla when they died in battle. While they were in Valhalla's great golden halls, the Einherjar ate from the resurrecting beast, Saehrimnir, drank their fill of mead, and fought great battles to prepare for the great war at the end of time. When The Malice Striker escaped and Asgard and Valhalla were destroyed, the Einherjar were scattered to the far realms. Wandering without purpose, Nidhoggr's Corruption eventually caught up with their semi-spiritual forms and twisted these once noble warriors into beings of hatred and madness. Without guidance, Hel can eventually connect to their deathly souls and use them for her whims.

EINHERJAR									CORRUPTED UNDEAD		
Size			2			Base			30mm	Glory Cost	200
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	6	0	4	6	3	1	5	High Pain Threshold, Leap		
Attacks					ST	RN	Attack Special Abilities				
Einherjar Great Weapon					4	MR	Melee Arc, Savage, Weapon Master				

FIREBIRD

Hailing from Muspelheim, Firebirds are the Fire Jotunn's prized possessions. Firebirds can see future signs and portents, and the warlords use this knowledge to adjust their war tactics. The red, orange, and yellow Firebird feathers emit a flame-like glow you can see from a great distance and contain a bit of the Firebirds' power to see the future. When using such feathers in divination or to make Arrows, the user can see a brief glimpse of an upcoming battle or Arrow shot.

FIREBIRD									DIVINE ANIMAL		
Size			2			Base			30mm	Glory Cost	135
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	3	3	-	4	3	3	1	2	Flight (7), Immunity (Fire), Regeneration		
Attacks					ST	RN	Attack Special Abilities				
Flaming Beak and Claws					2	ML	Fire (2)				

When a War Clan hires the Firebird, it grants/causes a single warrior within 12" one die re-roll per Round.

JOTUNN TROLL

The Malice Striker's Corruption seeps into every dark corner of the Fractured Realms—no being is safe from its twisted contagion. There are recent accounts of massive Trolls; these immense monsters are easily three times a regular Troll's size with longer, mangier fur, and enormous tusks. The Corruption increased their regenerative abilities and their insatiable appetites. It is not uncommon for these creatures to crush their foes to a pulp to faster consume them.

JOTUNN TROLL									CORRUPTED JOTUNN		
Size			6			Base			120mm	Glory Cost	335
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	6	2	1	7	3	1	9	High Pain Threshold, Regeneration, Stubborn		

Attacks	ST	RN	Attack Special Abilities
Monstrous Claws	6	MR	Melee Arc, Savage
Hurled Boulder	3	18	Blast (1), Knockdown (3)

LESHY

These ancient and immense forest spirits are aloof and, in many ways, unfeeling when it comes to the struggles of mortals and Demimortals. Leshy predominantly reside in Aelfheim and Vanaheim. They take on many forms, but almost always use the leaves, wood, and stone from their great forest homes to make themselves corporeal. Typically, Leshy take on a bipedal form so they can use fallen trees as clubs and spears. It is not unheard of for Leshy to have bears and wolves as travel companions, which they can summon to their aid at a whim.

LESHY									DIVINE ELEMENTAL		
Size			5			Base			80mm	Glory Cost	265
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	5	3	2	5	2	2	6	Beast Control, Invisibility, Sure-Footed		
Attacks					ST	RN	Attack Special Abilities				
Clubbing Attack					5	MR	Knockdown (3)				
Quaking Vines					3	24	Deceptive, Line Attack, Pull (4)				

MYLING

The Shattering left the Fractured Realms in chaos and disarray. Unfortunately, many mortal and Demimortal children perished when their settlements were caught in the ravages of endless war and destroyed; Mylingar are their vengeful spirits. Hel took control of these lost spirits and turned them into vicious killers. Mylingar jump on their victims' backs and demand to be taken to a burial site. As a victim carries the Myling, it becomes heavier and heavier—until the victim either sinks into the earth, collapses from exhaustion, or is crushed beneath its weight. The Myling then works itself into a rage and savagely tears at the victim until they perish.

MYLING									UNDEAD		
Size			1			Base			30mm	Glory Cost	95
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	4	3	-	3	3	2	1	2	Phasing		
Attacks					ST	RN	Attack Special Abilities				
Suffocating Grasp					2	ML	Grapple, Knockdown (2), Restrain (2)				
Tantrum					2	ML	Rapid Attack				

NUCKELAVEE

Nuckelavee are ancient demonic beings that appear as large, skinless horses with the attached upper bodies of skinless riders. Nuckelavee have a single, yellow eye in the middle of their foreheads and their giant, gaping mouths full of jagged teeth emit a toxic vapor that wilts all plants and causes disease in any warrior who inhales it. The riders' arms are long enough to touch the ground, and their fingers end in sharp talons that they use to spear their prey. It is said Nuckelavee can run through water just as quickly as they can on land.

NUCKELAVEE									DEMON		
Size			4			Base			50mm	Glory Cost	225
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	7	4	-	2	6	5	3	5	Amphibious, Heavy Charge, Sure-Footed, Terrifying (4), Fear		
Attacks					ST	RN	Attack Special Abilities				
Dread Bite					5	ML	Stun (2), Toxin (2)				
Jagged Nails					3	MR	Melee Arc				

SKULL SMASHER

The Corruption twisted many Skraeling tribes into Mykill and Froskiir; recently, tales of their larger kin—known as Skull Smashers—emerged. Skull Smashers are the size of Trolls and wield massive and cruel weapons, such as swords and hammers, with immense reach. They are so maddened by The Corruption, Mykill and Froskiir must ensure the Skull Smashers wear helmets or blinders to keep their battle lust focused in a specific direction, far away from their own kin.

SKULL SMASHER									CORRUPTED		
Size			3			Base			40mm	Glory Cost	110
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	0	2	3	3	1	3	Delusional, Heavy Charge		
Attacks					ST	RN	Attack Special Abilities				
Massive Weapon					5	MR	Rapid Attack				

SPILLATROLL

The Corruption consumes all; however, there are certain *hardier* species that can adapt to its mutating force and gain slight control over the toxic mix flowing through their biology. Trolls' regenerative abilities have some minor effect at keeping The Corruption at bay. While their bodies mutate, the Trolls' minds remain intact, giving the savage species even more power to wreak havoc across the Fractured Realms.

SPILLATROLL									CORRUPTED JOTUNN		
Size			3			Base			40mm	Glory Cost	135
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	2	0	3	3	3	1	3	Regeneration		
Attacks					ST	RN	Attack Special Abilities				
Rusted Weapon					4	MR	Melee Arc				
Bile Spray					-	6	Spray (2), Blind (2)				

UPYR

Upyr are some of the most powerful, horrid, undead beings that Hel brings to the front lines in her war against the living worlds. Unlike many forms of the dead, Upyr can pass as mortals—at a glance. Upyr look much like they did in life, though their complexion is much paler. They also possess all the knowledge and skills they had in life, though they now focus almost solely on drinking their victims' blood. The powers Upyr possess are vast. They can transform into a swarm of bats, they have superior strength and blinding speed, and they can heal grievous wounds with each taste of their victim's blood.

UPYR									UNDEAD		
Size			2			Base			30mm	Glory Cost	230
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	9	4	0	4	4	4	2	4	Flight (6), Immunity +(Terrifying), Reactive, Terrifying (2), Vulnerability (Fire)		

Attacks	ST	RN	Attack Special Abilities
Blood Drinking	4	ML	Transfer (RS) (RS) (3)
Gaze of Awe	-	12	Stun (3), Psi, Line Attack

New Avatars

With so much Godspark floating about the Fractured Realms, more and more mortals are starting to use its latent Power; but, so too are the great enemies of the dead Aesir. The legendary monsters that once gripped the denizens of the realms with fear grow even more powerful now that they can roam, unchecked. While their apocalyptic goals may differ, they all relish in devouring the souls of mortals that strive to become the new Aesir and absorbing their powerful essence.

TO SUMMON AN AVATAR INTO PLAY

Roll 1D6 as per usual to see if you summon an Encounter Model onto the board (see *Ragnarok* rulebook, page 128). In addition, roll 1D8. If both numbers match (for example, if the D6 roll is a 2 and the D8 roll is also a 2), then an Avatar appears on the board instead of an Encounter Model. The Avatar will appear in the center of the board (or as closes to the center of the board as possible). Avatars cannot be placed on any form of terrain with the Keyword *Impassable* and cannot be placed on top of any other models. Avatars will follow all the rules for Encounter Models. However, only one Avatar can be on the board at a time. If matching numbers are rolled on the D6 and the D8, roll on the table below to determine which Avatar is Summoned onto the board.

NEW AVATAR SUMMONING TABLE

If you succeed in summoning an Avatar, roll 1D8 on the table below to randomly determine which Avatar you summon.

1D8 Roll	New Avatar Summoning Table
1	Avatar of Freyja (page 97 in *Ragnarok: The Vanir*)
2	Avatar of Frey (page 98 in *Ragnarok: The Vanir*)
3	Avatar of Njord (page 99 in *Ragnarok: The Vanir*)
4	Avatar of Hel
5	Avatar of Nidhoggr
6–7	Avatar of Fenris
8	Avatar of Surtr

AVATAR OF HEL

The Goddess of the Dead, Hel rules over the Realm of the Dead that shares her name. The daughter of the Aesir, Loki, and a Jotunn called Angrboda, Hel is an immense being. Due to the twisted nature of her father's exploits, she is also sister to the World Serpent, Jormungandr, and the Great Wolf, Fenris.

Hel is greedy, harsh, and quite cruel to all who cross her path—living or dead. Her physical appearance matches her demeanor, as she wears an eternally grim and fierce expression. Her most outlandish feature, however, is her two-toned skin; it looks like she was stitched together from the bodies of two different people. Half of her skin is a pale, almost white flesh; the other half is pure black, almost featureless, regardless of any light that illuminates her.

Since The Shattering, Hel has marched across the Fractured Realms, following the World Ash's trunk and branches, and increasing her legions with every battlefield and ruined settlement she crosses. She has now amassed enough power to cross multiple realms at once. Further, because she can absorb the Power of her dead relatives, Hel created a version of herself that can travel from realm to realm and destroy all the would-be gods trying to take her place and become lords of the Fractured Realms.

AVATAR OF HEL									AVATAR, JOTUNN		
Size			5			Base			80mm	Glory Cost	250
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
3	5	5	5	1	9	4	9	8	High Pain Threshold, Glide (5)		
Attacks					ST	RN	Attack Special Abilities				
Dread Weapon					8	MR	Drain (DF) (4)				
1000 Hel Hands					4	18	Blast (4), Stun (4)				
Word of Ruination					9	24	Savage				

AVATAR OF NIDHOGGR

The most destructive being in all the cosmos, Nidhoggr has rightfully earned his *Malice Striker* moniker. Before he was bound in the roots of Yggdrasil, the dreaded dragon wreaked havoc across the realms while they were still young—sowing discord and destruction throughout. The cosmos was not without defenses, however, and when Nidhoggr flew into the World Ash's roots to chew it free, the roots entangled and trapped him. Each day, Nidhoggr gnawed at his bonds, desperately trying to free himself from Yggdrasil's grasp; however, for each root he destroyed, another grew in its place and tightened its grip. And so, he lived in perpetual confinement and pain.

Those that protected the World Tree could not know the young, warring mortal race would be the key to breaking Nidhoggr's bonds. During their eras of wars, many bodies washed up on the river Nastrond, which passed beneath Nidhoggr. Over time, the corpses of the dead he ate granted Nidhoggr the strength to wrestle against his bonds. When his hunger was slaked, Nidhoggr broke loose from the World Tree and flew directly to the Ginnungagap—the void between the elements. The force with which he broke free weakened the World Tree's roots, and the chaotic energy explosion he created when he flew into The Abyss was enough to topple the Tree, causing what we now know as The Shattering. Nidhoggr was not satisfied to simply free himself, however, so he breathed his vile breath upon the realms as he passed through them, spreading his sickness and Corruption to all beneath the noxious cloud.

No one knows how long it is since Nidhoggr left what remains of the cosmos, or what he intended to accomplish when he went into the great chaos, but one thing is certain: his Corruption continues to spread. It is said that if you stare into The Abyss, you can make out an immense, chaotic form with bright scales on the other side, making its way back from the void.

While Nidhoggr has yet to return, his influence within the realms allows him to form a minor double of himself to attack any that stand between him and the finishing blows he plans to unleash on the cosmos. With each passing day, his Corruption that plagues the realms mutates and spreads at an ever-increasing rate, which allows him to manifest in multiple realms—ensuring destruction before his inevitable arrival.

AVATAR OF NIDHOGGR									AVATAR, DRAGON		
Size			6			Base			120mm	Glory Cost	250
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
3	6	9	4	2	9	4	4	11	Amphibious, Flight (8), Immunity (Toxin), Terrifying (5)		
Attacks					ST	RN	Attack Special Abilities				
Ferocious Bite					7	MR	Toxin (4)				
Tail Thrash					6	MR	Arcing Attack				
Acidic Breath					5	18	Spray (4), Toxin (4), Reload				

AVATAR OF FENRIS

A true force of destruction the gods thought to control, Fenris—known as *Fenrir* among the Aesir—was raised up in Asgard to tame Loki's child and mold him into a weapon they could unleash against their Jotunn enemies. To their surprise, however, Fenris grew at an astonishingly fast pace, which made it hard for the Aesir to control him. It was then they decided to bind him.

Their first two attempts to bind Fenris failed miserably; he broke both Leyding and Dromi with relative ease. It was the Dwarf master smiths who crafted Gleipnir that enabled the gods to finally bind him. Fenris was not bound without a fight, however; he severed the Aesir Tyr's hand with a monstrous bite and kicked and snapped at the Aesir, hoping to consume his captors as they anchored him to the stone known as Gjoll. He remained there until The Shattering freed him.

When Yggdrasil crashed on its side, the Gleipnir binding broke, allowing Fenris to free himself from the stone slab to which he was bound. His hunger was without end; he consumed and sired his way across the realms, devouring everything in his path.

Recalling the sweet taste of divinity, Fenris began to feast on the new gods he found throughout the realms. As he devoured each one, his Power grew. The Great Wolf learned how to project his will throughout the cosmos, allowing him to taste even more of these tiny new sweet meats.

AVATAR OF FENRIS									AVATAR, ANIMAL		
Size			5			Base			80mm	Glory Cost	250
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
3	8	10	2	3	9	6	3	9	Berserker, Bullrush, Heavy Charge, Leap, Terrifying (6)		
Attacks					ST	RN	Attack Special Abilities				
Devourer's Claws and Bite					8	MR	Knockdown (4), Grapple, Savage				
Deafening Howl					2	18	Spray (3) Stun (4)				

AVATAR OF SURTR

Deep within his great hall in Muspelheim, Surtr set about concocting his plan to destroy Asgard and all the Aesir. For centuries, he plotted their downfall down to the last detail—including that he alone would duel the brash and headstrong Freyr. He wanted nothing more than to remove Freyr's head and burn his Aelfheim home to the ground. The Norn visited his throne room to warn him about Ragnarok and explained how everything would end. They mentioned Freyr's plan to hide from the coming doom, the fate of the Aesir, and how no one could stop it. Surtr's pride got the best of him, however, and he dismissed the wise women with a wave of his immense black hand. He decided that even if there were truth in their stories, he would march into Aelfheim, pull Freyr from his hiding place, and take his head and lay it at Odin's feet before slaughtering the Aesir himself. He would come to wish he had listened to the Norn.

The audible crack of Yggdrasil's roots breaking was heard across the realms; when it toppled, many of the realms crashed together. Muspelheim took far less damage than others. Many of Surtr's fiery kin cheered and readied their weapons when they learned it would now be easier to cross between the realms. While many of Surtr's generals marched forth to conquer and burn in his name, he sat in his great hall and roared in defiance against the Fates for denying him his victory in battle. With each passing day, his rage grew, until he forgot all about his intricate battle plan he spent centuries crafting. Instead, he marched forth into what remained so he could see it all burn, vowing that nothing would escape his unending inferno.

As Surtr's armies march forth, many new gods that stand in their way fall to his warriors' molten weapons. Surtr brings forth shards of his flame power made manifest in ashen flesh. These beings incinerate all the settlements within his gaze even before he arrives.

AVATAR OF SURTR									AVATAR		
Size			6			Base			80mm	Glory Cost	250
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
3	6	10	5	3	10	7	4	10	Heavy Charge, Immunity (Fire), Regeneration, Terrifying (4)		

Attacks	ST	RN	Attack Special Abilities
Volcanic Greatblade	9	MR	Fire (6), Rapid Attack, Lethal
Breath of Flame	5	12	Spray (2), Fire (4)
Magma Boulder	4	12	Blast (2), Knockdown (3), Fire (3)

THE WILD HUNT

Winter and War—the two constants whenever you hear the Hounds of the Hunt braying and the Hundstag hooves thundering through the realms. Even the magma of Muspelheim begins to cool and harden when the Wild Hunt tramples through the Realm of Fire. Doom is upon all who hear the Hunt Lord's horn sound—wherever the Wild Hunt goes, ruin follows in its wake.

Before The Shattering, Odin commanded the Wild Hunt to travel the Nine Realms whenever winter began, beckoning the hunters to catch their meals for the long frost. The Allfather also used the Wild Hunt during times of need, as a warning that war was fast approaching. The bystanders during such a ride saw the chaos and calls of the Wild Hunt as a sign that they should move out of the way and make room for those who would fight. However, after The Shattering, the Wild Hunt began to serve a new master: Hel.

Now that Hel has the dread riders in her grasp, she uses the Wild Hunt to sow destruction across the Fractured Realms. The Wild Hunt is now an instrument of wrath and ruin that Hel deploys to carve paths through settlements and gather more souls for her ever-growing army.

Wild Hunt Encounter Models

HUNDSTAG

The Wild Hunt's mounts are just as deadly as their dread riders. Hundstag are huge beasts of burden with coarse black fur and horns made of jagged ice and broken bone. These creatures are just as content to eat the flesh of those their masters hunt and kill as they are to graze on the trampled grass.

HUNDSTAG									UNDEAD ANIMAL		
Size			3			Base			40mm	Glory Cost	110
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	6	3	-	3	4	3	0	2	Glide (6), Heavy Charge, Immunity (Ice)		
Attacks					ST	RN	Attack Special Abilities				
Wicked Horns and Hooves					3	MR	Ice (2)				

HUNT HOUND

Hunt Hounds have insatiable appetites that only the Hunters' and Hunt Lords' psychic commands can keep at bay. Larger than mastiffs, these creatures appear to have black fur; but they are actually covered in slim ice shards, which gives them a carapace of armor difficult to pierce with mundane weapons. Hunt Hounds' eyes glow icy blue and flare brightly once they lock in on their prey.

HUNT HOUND									UNDEAD ANIMAL		
Size			2			Base			30mm	Glory Cost	95
AP	SP	MA	RA	DF	RS	DR	MN	HP	SPECIAL ABILITIES		
2	6	3	-	3	3	3	0	2	Aware, Immunity (Ice), Sure-Footed		
Attacks					ST	RN	Attack Special Abilities				
Frost Bite					2	ML	Knockdown (2), Ice (2)				

HUNTER

Warriors clad in black clothing, black armor, and icy skull masks, Hunters of the Wild Hunt are terrifying and formidable foes. Hunters use all manner of hideous ice and bone weapons—spears, bows, hammers, swords, axes—and many other instruments of destruction. Like all members of the Hunt, a malefic and icy gaze permeates from their eyes.

HUNTER									UNDEAD		
Size			2			Base			30mm	Glory Cost	160
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	3	3	3	4	2	2	3	Aware, Immunity (Ice), Terrifying (2)		
Attacks					ST	RN	Attack Special Abilities				
Wild Hunt Weapon					2	MR	Ice (2)				
Wild Hunt Bow					2	24	Ice (2)				

HUNT LORD

The dreaded leader of the Wild Hunt is a mysterious entity with many names. Regardless of who the Hunt Lord was, they are now utterly devoted to Hel's whims and wish for nothing but the destruction of all that crosses their path. Many legends speak of heroes who bested the Hunt Lord. Still, another always steps into the role, which perpetuates the legend of the Hunt Lord's immortality. The Hunt Lord has an appearance similar to that of the other Hunters, aside from the horns or crown on their icy skull mask.

HUNT LORD									UNDEAD		
Size			2			Base			30mm	Glory Cost	295
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
2	5	5	4	4	5	3	3	5	Aware, Immunity (Ice), Terrifying (3), Fear		
Attacks					ST	RN	Attack Special Abilities				
Hunt Lord's Weapon					4	MR	Ice (3)				
Hunt Lord's Bow					3	30	Ice (3)				
Ice Chain Snare					-	18	Pull (6)				

TOURNAMENT PLAY RULES

While Campaigns provide great tales and opportunities to create unique War Clans that rise to godhood, some players may wish to pit their martial prowess against others on a level playing field to determine the best player in their area. Here, we present the *Ragnarok Tournament Play Rules* for those players who desire a bit more of a competitive edge.

Tournament War Clan Composition

Before the Tournament, the Event Organizer determines the Glory amount for each War Clan. A *War Clan List*—fully typed or legibly handwritten at time of entry—must accompany each force a player plans to use in a *Ragnarok* Tournament.

Players must follow the rules for War Clan Creation from the *Ragnarok* rulebook, with the following exceptions:

- Each War Clan must include at least one Jarl or War Chief
- Each War Clan must include a minimum of seven models
- War Clans may include encounter models, at their Glory Cost
- War Clans may include Magical Items, Equipment, Useable Items, and God Powers, at their Glory Cost
- War Clans may not include Legendary Items
- War Clans that wish to wield special Demimortal Items must include at least one Demimortal.
- You may make improvements to Stats, Special Abilities, and Attack ST, as well as Improve and Imprint God Powers as per the rules for War Clan Improvement in the *Ragnarok* rulebook (page 94). List each improvement for models with one or more improvements.

Prepare Scenarios and Secondary Objectives

Before the Tournament begins, the Event Organizer determines the number of Rounds, based on the number of players. The Event Organizer also determines the Scenarios for each Tournament Round and rolls for the Secondary Objective pools—these cannot be changed going forward. If they choose to use them, the Event Organizer also creates Encounter Model Tables for each Tournament Round at this time.

Tournament Format

The number of Rounds in any official *Ragnarok* Tournament depends on the schedule the Event Organizer chooses; however, the following are good examples for managing Tournaments:

- 4–8 Players: 3 Rounds
- 9–24 Players: 4 Rounds
- 25–36 Players: 5 Rounds

Set a Time Limit for each Round, depending on the event's War Clan Glory total (adjust for any location or event-specific instances). When a Round's Time Limit expires, the players finish the current Game Round and score their games accordingly.

- 1,000 Glory Event: 60 minutes
- 1,500 Glory Event: 75 minutes
- 2,000 Glory Event: 90 minutes

You score a Tournament game based on each player's ability to score Victory Points by meeting Major and Minor Scenario Objectives and Secondary Objectives. The player who scores the most Glory as described in the *Ragnarok* rulebook wins the round. Players can earn up to 4 Tournament Points (TPs) for each game: 4 TPs for a Win, 2 TPs for a Draw, 1 TP for a loss and 0 TPs for a Forfeit.

Determine pairing for the first Round randomly; then, at the Event Organizer's discretion, match up players with similar scores in later Rounds. The player who accumulates the most Tournament Points at the end of the event is declared the winner. If there is a tie, use the players' total Glory Points accumulated as the deciding factor.

Being Tabled or Scoring a Forfeit

The Scenario goals in *Ragnarok* are more important to the overall war effort than the individual lives in a War Clan. When all a player's deployed models are killed before the game's Victory Conditions are met, this is known as being *Tabled*. When a player is Tabled, the player with deployed models remaining scores additional Glory Points, used only for determining the Scenario's winner.

The player with models remaining on the battlefield finishes all their models' normal activations in the current Round, but does not play additional Rounds.

Unless a Scenario states that a game ends immediately if a player cannot take actions due to lack of models, the player with models remaining on the battlefield scores 20 additional Glory Points for each Round remaining in the game.

For example, Nick kills Bryce's last deployed model during Round 5 in a 6-Round game. He manages to score one more Secondary Objective with his remaining model activations in Round 5, then scores an additional 20 Glory points for Round 6. If Nick's new Glory Point total is now greater than what Bryce accumulated before he was Tabled, Nick wins the Scenario.

If a player cannot or chooses not to play out the remainder of a *Ragnarok* Tournament game, that player *Forfeits* the game. When a player Forfeits a game, the following happens:

Their opponent automatically wins the Scenario

Their opponent gains a total of 20 Glory Points for each Round remaining in the game. (for tie-breaker purposes in larger events)

The player who Forfeits loses the Scenario, but retains any Glory Points accumulated up to that point (for tie-breaker purposes in larger events)

For example, Nathan gets a phone call during Round 3 of a 6-Round game and must Forfeit a game against Robin. Nathan was winning—with 40 Glory Points to Robin's mere 10—but he immediately loses the Scenario and records his 40 Glory Points for future tiebreakers. Robin gains an additional 60 Glory Points for Rounds 4, 5, and 6. Robin records his victory; he has a total of 70 Victory Points to Nathan's 40.

ABILITIES LIST

Below is a complete, updated list of all *Ragnarok* Special Abilities and Attack Abilities available up to this point.

Special Abilities

Absent-Minded: Opponents may re-roll failed rolls versus MN against this model
Acrobatics: This model does not have to pay AP to Stand after being Prone and does not have to pay the additional AP to Jump. Reduce the ST of any Falling Damage this model suffers by -2.
Amphibious: This model may move through Terrain Elements with the Keyword *Water* without penalty. In Deep Water, this model gains +2 to DF. Additionally, this model never needs to roll DR while Prone or submerged in Water.
Aware: When making a Charge action, this model can target enemies to which it does not have LOS. Further, when doing so, the Charge action does not have to remain in a straight line.
Beast Control: This model receives +1 to all Attacks, DF, MN, and ST versus Animal models. This model is also *Stubborn* versus *Animal Attacks*.
Berserker: This model must designate the closest enemy model as its target when attacking and receives +1 MA and +1 ST (in melee combat) to all Attacks when it hits an enemy model. This bonus ends when the Berserker cannot Attack a model during a Round. The Berserker receives -1 AP during its next activation.
Brace: Opponents who Charge this model do not gain the +1 MA and +1 ST Charge bonuses.
Bullrush: This model must only spend 1 AP for Charge actions.
Combat Sense: Enemies cannot deploy models that have the Special Ability Stealth within 18" of this model.
Concealment: All Attacks versus this model have -2 MA and -2 RA. An enemy model may spend 1 AP and roll MN versus this model's DR to give it a Spotted counter. This model also gains a Spotted counter if it performs an Attack. If this model has a Spotted counter, enemies can Attack it, as usual. Remove the Spotted counter if this model leaves enemy models' LOS.
Coward: This model suffers -1 MA unless it has the Overwhelm bonus.
Deceptive: Enemy models targeted by this Attack suffer -1 DF.

Deflection (X): (x) is the Ranged Attack's value of the attacker. Roll DR versus RA against a non-template Ranged Attack (see Special Ranged Attacks page 40). If successful, choose a target within half the distance of the original Attack. You can immediately make a Ranged Attack versus the new target with the ST and the effects of the original Attack.

Delusional: At the start of this model's activation, roll MN (2). If you fail, this model drops any Objective markers it is holding and cannot score based on Objectives this turn. Instead, it must spend all its AP to move directly toward the nearest model (enemy or friendly) and Attack it. If you succeed, the model may act normally and interact with Objectives. This model also has the Special Ability *Stubborn*.

Elusive: This model never suffers Free Strikes.

Fear (Status): Fear is an additional hindrance to a model suffering from Terrifying. If a model has a Terrifying counter during their activation, they must also roll DR vs the Terrifying rating of (x). If they fail that roll, then they will suffer -1 AP in addition to suffering the penalties of Terrifying. If models have a Terrifying value but do not possess Fear then they are NOT immune to the Terrifying value of equal or lesser value.

Flight (X): Flight speed is (x). This model may choose to ignore Terrain Elements and intervening models during its Flight Movement. Models with Flight must land before they can Attack in melee combat. If a model with Flight does not land by the end of its Movement, it may remain airborne. If it remains airborne, all ML and MR against it are at -2. Ignore terrain for LOS purposes against other airborne models.

Glide (X): Glide Speed is (x). This model may choose to ignore terrain and intervening models during its Glide Movement. This model must land by the end of its activation.

Godspark Attuned: This model spends one less Godspark when using its God Powers.

Grapple: Enemy models must re-roll a successful Disengage roll against this model. They must keep the second roll.

Hatred (X): If any friendly model contains the Hatred Special Ability, models with the Keyword of (x) cannot be included in this force. In addition, while making attacks against models with the Keyword of (x), This model will receive +1 to all Attacks and ST versus those models.

Healer (X): While within range (x), this model may spend 1 AP to heal a friendly, living model for 1 HP. You cannot heal a model beyond its base HP. While a model with the Special Ability Healer is on the table, all friendly models reduced to 0 HP become Incapacitated and Prone. Unless a friendly, not Incapacitated, model with Healer is within range (x) of the Incapacitated, living model when the End Phase begins, remove the Incapacitated and Prone models from the battlefield.

Heavy Charge: This model adds an additional +1 ST and +1 DR to their Charge action.

High Pain Threshold: This model receives +2 RS for the purposes of Status effect rolls.

Immunity (X): This model cannot suffer the effects of (x) Status ability.

Invasion: You do not have to deploy this model as usual. Instead, during any HQ Phase after Round 1, you may choose a point on the battlefield and perform a Scatter Roll from that point to deploy this model. The Scatter Roll's Hit Origin is the location in which you must deploy this model. If you cannot deploy the model in the location of the Scatter Roll's Hit Origin, place it as close to the new deployment point as possible from the original deployment point along the Scatter direction.

Invisibility: This model may not be targeted by Attacks. An enemy model may spend 1 AP to roll MN versus this model's DR to give it a Spotted counter. This model also gains a Spotted counter if it performs an Attack. If this model has a Spotted counter, enemies can Attack it, as usual. Remove the Spotted counter if this model moves out of enemy models' LOS.

Leap: This model may spend 1 AP to immediately move their SP in a straight line, ignoring Terrain Elements and intervening models. Alternatively, this model may spend 2 AP to Charge in a straight line, ignoring Terrain Elements and intervening models.

Obsessed: After Deployment, choose an enemy model. The model with the Special Ability *Obsessed* receives +1 to all Attacks and ST versus the chosen enemy model.

Patch (X): While within range (x), this model may spend 1 AP to heal a friendly, non-living model for 1 HP. You cannot heal a model beyond its base HP. While a model with the Special Ability *Patch* is on the table, all friendly, non-living models reduced to 0 HP become *Incapacitated* and *Prone*. Unless a friendly, not *Incapacitated*, model with Patch is within range (x) of the Incapacitated, non-living model when the End Phase begins, remove the Incapacitated and Prone models from play.

Phalanx: This model gains +1 DF when in base-to-base contact with another friendly model. Additionally, this model may select one model with whom it is in base-to-base contact to also gain +1 DF for as long as it remains in base-to-base contact with the model who has the Special Ability *Phalanx*.

Phasing: All ST against a model with the Special Ability Phasing is at -2. Phasing models may move through any Terrain Elements and other models without penalty if their ending point is within view. Phasing models may not end their Movement within a Terrain Element with the Keyword *Blocks LOS* or with their base overlapping another model's base.

Reactive: This model may re-roll their DR on a failed Clash roll. They must keep the second roll.

Regeneration: When this model activates, it immediately heals 1 HP. This model may also spend AP to heal 1 HP per AP spent. It may not heal past its base HP. When reduced to 0 HP, this model does not die; rather, it is *Incapacitated* and suffers all the penalties of being Incapacitated. If a model with the Special Ability *Regeneration* ever regains HP while Incapacitated, it becomes Prone and must Stand, as usual. If this model suffers additional Damage while Incapacitated, it dies and is immediately removed from play.

Rune Carving: This model may spend 1 AP to roll MN (D3). If it succeeds, place a Rune marker in base-to-base contact with the model. Any friendly model within 6" and LOS of a Rune marker may re-roll any one failed roll. Doing so expends the Rune marker, and it is removed from play.

Self: This model may apply all of the effects of the Ability in which Self is listed, to itself as part of their action when the Ability is used instead of targeting another model.

Sniper: This model may re-roll one failed RA per activation.

Spiritual Connection (X): When a friendly model within (x) reaches 0 HP and is about to be removed from the game, this model may roll MN (D3). If successful, the model at 0 HP remains on the board and can take no more damage. In the next HQ Phase, that model may perform 1 AP of action.fter they perform the action, they are removed from the game.
Stalwart: When attacked in melee combat, this model gains +2 Size.
Steady: When targeted by *Push*, *Pull*, or *Knockdown*, this model gains +2 Size.
Stealth: After Deployment, deploy this model anywhere on the battlefield that is at least 12" away from an enemy model..
Stubborn: Enemy models must re-roll successful Mind-based Attacks or effects against this model. They must keep the second roll.
Superior Climbing: All areas of a Terrain Element are *Climbable* for this model. This model does not suffer the usual hit bonuses to Climbing models and is not knocked Prone if it Falls while Climbing. When Falling, the Fall has -2 Height..
Sure-Footed: This model may move through Difficult terrain without penalty.
Tactician (X): This model can cause one other friendly model within range (x) who has not yet activated this Round to immediately activate following this model's activation.
Taunt (X): Choose one enemy model with which this model has LOS that has not yet activated this Round. Spend 1 AP to roll Taunt (x) versus the enemy model's MN. If you succeed, the chosen model suffers -2 MA and -2 RA against all friendly models but this one. If the Success Stage is 3 or more, the chosen model must spend all its AP to move its SP directly toward this model—or Charge, if within range. If the chosen model is within MR for any of its Attacks, it must spend any remaining AP to Attack this model.
Teamwork: Models with the Special Ability Teamwork gain an additional +1 MA and +1 ST when they gain the Overwhelm bonus.
Teleport (X): Spend 1 AP to move this model up to (x) in a straight line. This model must have LOS to its ending point. During this Movement, this model does not suffer Free Strikes, cannot suffer reactions, and can ignore other models and Terrain Elements. This model cannot end its Movement with its base overlapping another models' base or any Terrain Element with the Keywords *Blocks LOS* or *Impassable*.
Terrifying (X): When within ML or MR of this model, or when Charging or being Charged by this model, enemy models must roll MN versus (x). If they fail, they gain a Terrified counter and receive -1 MA, -1 RA, and -1 DF. The Terrified counter remains until the End Phase. A model with Terrifying is immune to any Terrifying Rating they may suffer of equal or lesser value to (x).
Vulnerable (Status): Treat all Damage from Status (x) as Lethal.
Weapon Master: This model may re-roll one failed MA attempt per activation.

Attack Abilities

Affects Phasing: This model can hit models with the Special Ability *Phasing* without penalty.
Aid (Stat) (X): Aid increases (Stat) by (x). Aid decreases by -1 at the end of each round until the (Stat) returns to its normal value.
Arcing Fire: A model can use another friendly model's LOS to target an enemy with a Ranged Attack. Ranged Attacks made in this way suffer -1 RA.
Blind (X) (Status): On a successful hit, before you roll and Resolve Damage, roll Blind ST (x) versus the target's MN. If you succeed, the target suffers -1 ML and -1 RN. Additionally, the target cannot use RA to target an enemy model more than 6" away for the rest of the Round.
Cumbersome: This weapon may only make one attack per round.
Deceptive: Enemy models targeted by this Attack suffer -1 DF.
Dismantle (X): Use this Attack Ability against mundane doors and traps. Roll Dismantle ST (x) versus DR. If you succeed, the target remains inactive for one Round per Success Stage you achieve.
Drain (Stat) (X): Drain decreases (Stat) by (x). Drain increases by +1 at the end of each round until the (Stat) returns to its normal value. To resist the effects of Drain, the target model must roll RS versus Drain (x). Will increase by the +1 in the end phase of each round until it reaches normal.
Fire (X) (Status): A model hit by this Attack receives a Fire marker. When this model activates, you may spend 1 AP to roll RS +2 versus the Fire ST (x) to attempt to put out the Fire. You can repeat this action until you successfully put out the Fire or run out of AP. If you succeed, remove the Fire marker. If a Fire marker remains on a model after its activation ends, you must roll RS versus Fire ST (x) or suffer +1 Damage.
Hip Shot: This model may use this RA for a Clash action. They can initiate a Clash the moment an enemy model enters LOS and is within Attack range.
Ice (X) (Status): A model hit by this Attack receives an Ice marker. When the model activates later, roll Ice ST (x) versus RS. If you succeed, the model loses 1 AP per Success Stage. If you fail, the Ice marker is removed and the model suffers -1 SP until the end of the Round.

Impaled (X) (Status): A model who suffers the Status Impaled cannot spend AP on SP-based actions or Special Abilities and is Prone for the purposes of Melee Attacks. While Impaled, the model must stay in base-to-base contact with the model (or Terrain Element or other object) that caused the Impaled Status, even if that model or object moves. When you activate an Impaled model, you must spend 1 AP to roll DR versus Impaled ST (x). You may spend additional AP to make further attempts to free the model. If you succeed, the model is free and may act as usual with any remaining AP. If you fail, the model suffers -1 HP of Damage and it remains Impaled if it is not removed from play.

Knockdown (X): On a successful hit, before you roll and Resolve Damage, roll Knockdown (x) versus Size. If you succeed, the target model is knocked Prone.

Lethal: On a successful ST roll, each Success Stage you achieve does +1 Damage, instead of every 3 Success Stages.

Melee Arc: This model may spend 1 AP to roll one MA against all targets within MR of this Attack.

Point Blank: This model may use this RA while in melee combat with MR.

Psi: This Attack targets the enemy's MN instead of their DF. Roll Damage and Status effects versus the target's DR, instead of their RS.

Pull (X): Roll Pull (x) versus a target's Size. If you succeed, the target Moves 2" per Success Stage directly toward the attacking model. If at any point while being Pulled the target hits another model or object, both the target and the model or object it hits suffer a ST hit equal to the remaining number of inches the target was supposed to Move.

Push (X): Roll Push (x) versus a target's Size. If you succeed, the target Moves 2" per Success Stage directly away from the attacking model. If at any point while being Pushed the target hits another model or object, both the target and the model or object it hits suffer a ST hit equal to the remaining number of inches the target was supposed to Move.

Rapid Attack: This model may spend +1 AP to use this Attack 3 times in melee combat.

Reload: This model starts the Scenario without a Reload marker. Once this model uses this Attack, it receives a Reload marker. While this model has a Reload marker, it cannot use this Attack. This model may spend 1 AP to remove the Reload marker.

Restrain (X): When you hit an enemy model with this Attack, it receives a Restrain counter. A model with a Restrain counter has -2 SP and may not spend AP to Attack. The model may spend 1 AP during its activation to roll DR versus Restrain (x) to attempt to remove a Restrain counter. This attempt can be made multiple times.

Savage: On a successful ST roll, every 2 Success Stages you achieve does +1 Damage, instead of every 3 Success Stages..

Shock (X) (Status): On a successful hit, before you roll and Resolve Damage, roll Shock (x) versus RS. If you succeed, the target loses -1 AP, -1 ST, and -1 SP until the end of the Round.

Stun (X) (Status): On a successful hit, before you roll and Resolve Damage, roll Stun (x) versus RS. If you succeed, the target loses -1 AP the next time it activates. Additionally, the target loses -1 AP for every 2 Success Stages you achieve, up to the target's maximum AP.

Toxin (X) (Status): Models hit by this Attack gain a Toxin counter. When this model activates, roll Toxin ST (x) versus RS. If you succeed, the Toxin counter remains and the model suffers, -1 ML, and RN/Toxin ST. If you fail, the Toxin counter is removed.

Transfer (Stat) (X) (Status): Models hit by this attack lose X from the corresponding stat, this will be listed in the attack type, for the Round. The attacker gains X of the corresponding stat and adds it to their profile for the Round. In the End Phase of that Round, the target model begins to regain their abilities, gaining +1 of the corresponding stat up to its maximum. The attacker begins to lose -1 from the corresponding stat down to its normal value from the End Phase of the initial Round. Transfer is not cumulative.

ACKNOWLEDGEMENTS

A very special thank you to David Soderquist at *Bronze Age Miniatures*, Andy Hobday at *Footsore Miniatures*, Ed Pugh at *Reaper Miniatures*, Annie Norman at *Bad Squiddo Games*, Patrick Keith at *Bombshell Miniatures*, Julian Blackeney-Edwards at *Victrix Limited*, Cedric Littardi at *Don't Panic Games*, the team at *Mats by Mars*, Sean Sutter at *Metal King Studio*, Daniel Kelly at *Lion Tower Miniatures*, and Kirk Stephens at *The Miniature Building Authority* for providing miniatures, gaming mats, and terrain for *Ragnarok*.

Thank you to Nicholas Bogart, Robin Horton, Nathan Rigaud, and Bryce Scott Martin for editing, ideas, suggestions, help painting miniatures, ripping all my hard work to shreds, and overall support during this book's creation.

Additionally, I want to thank each and every one of my partners who believe in my vision and what I am trying to accomplish with the *Morpheus Engine*. There is a plethora of talented people who deserve nothing less than to be in the spotlight and succeed at their passion of delivering the very best in miniatures content. Each of them deserves every bit of praise and success that comes their way.

To all my partners, Thank you for your support!
Tim Korklewski

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WAR CLAN ROSTER			
War Clan Name			
Glory		War Clan Rank	
TREASURE HALL			

UNIT NAME:									UNIT TYPE:		UNIT RANK:
Size						Base				Glory Cost	
AP	SP	MA	RA	DF	RS	DR	MN	HP	Special Abilities		
Equipment											
Usable Items											
Attacks						ST	RN	Attack Abilities			
Notes											

UNIT NAME:									UNIT TYPE:		UNIT RANK:
Size						Base				Glory Cost	
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Equipment											
Usable Items											
Attacks						ST	RN	Attack Abilities			
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Usable Items											
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Usable Items											
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Equipment											
Usable Items											
Attacks					ST	RN	Attack Abilities				
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